EN GARDE!

Swashbuckling Skirmish Wargames Rules

Craig Woodfield

OSPREY
WARGAMES

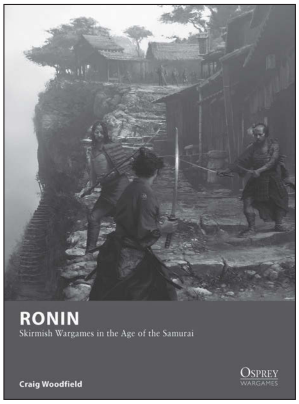
AUTHOR

Craig Woodfield is a defence analyst from Canberra, Australia, and has previously written for magazines such as *Slingshot and Wargames, Soldiers and Strategy*. He is the author of the *Ronin* Samurai skirmish rules in the Osprey Wargames series and a number of wargaming supplements. He has a long-standing interest in martial arts and military history.

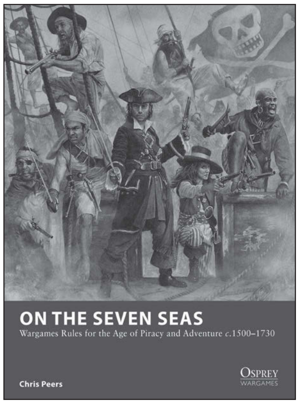
ILLUSTRATORS

Peter Dennis was born in 1950. Inspired by contemporary magazines such as *Look and Learn* he studied illustration at Liverpool Art College. Peter has since contributed to hundreds of books, predominantly on historical subjects, including many Osprey titles. A keen wargamer and modelmaker, he is based in Nottinghamshire, UK.

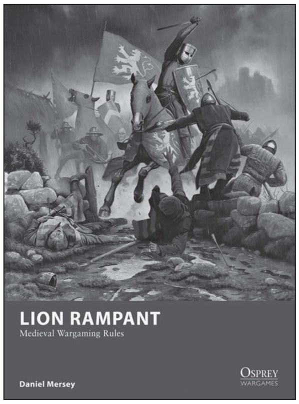
DISCOVER MORE AT WWW.OSPREYGAMES.CO.UK


RONIN
Skirmish Wargames in the Age of the Samurai
Craig Woodfield
OSPREY WARGAMES

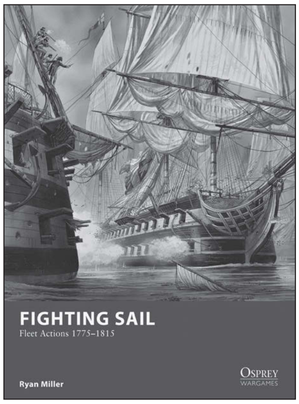
OWG 4 • 978 1 78096 846 9


ON THE SEVEN SEAS
Wargames Rules for the Age of Piracy and Adventure c.1500–1730
Chris Peers
OSPREY WARGAMES

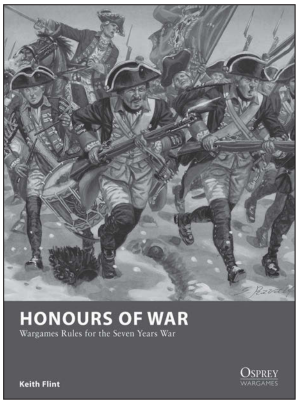
OWG 7 • 978 1 4728 0140 1


LION RAMPANT
Medieval Wargaming Rules
Daniel Mersey
OSPREY WARGAMES

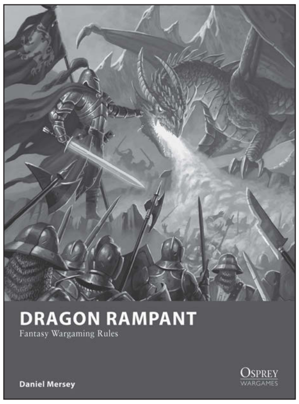
OWG 8 • 978 1 78200 635 0


FIGHTING SAIL
Fleet Actions 1775–1815
Ryan Miller
OSPREY WARGAMES

OWG 9 • 978 1 4728 0770 0


HONOURS OF WAR
Wargames Rules for the Seven Years War
Keith Flint
OSPREY WARGAMES

OWG 11 • 978 1 4728 0809 7


DRAGON RAMPANT
Fantasy Wargaming Rules
Daniel Mersey
OSPREY WARGAMES

OWG 13 • 978 1 4728 1571 2

EN GARDE!

SWASHBUCKLING SKIRMISH WARGAMES RULES

CRAIG WOODFIELD

This electronic edition published 2016 by Bloomsbury Publishing Plc

First published in Great Britain in 2015 by Osprey Publishing,
PO Box 883, Oxford, OX1 9PL, UK
PO Box 3985, New York, NY 10185-3985, USA
E-mail: info@ospreypublishing.com

Osprey Publishing, part of Bloomsbury Publishing Plc

© 2016 Craig Woodfield

All rights reserved. Apart from any fair dealing for the purpose of private study, research, criticism or review, as permitted under the Copyright, Designs and Patents Act, 1988, no part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, electrical, chemical, mechanical, optical, photocopying, recording or otherwise, without the prior written permission of the copyright owner. Enquiries should be addressed to the Publishers.

A CIP catalogue record for this book is available from the British Library
Craig Woodfield has asserted his right under the Copyright, Designs and Patents Act, 1988, to be identified as the author of this book.

ISBN (print): 978-1-4728-1074-8
ISBN (ePub): 978-1-4728-1076-2
ISBN (ePDF): 978-1-4728-1075-5

Page layout by: PDQ Media, Bungay, UK
Typeset in Sabon and Myriad Pro
Originated by PDQ Media, Bungay, UK

To find out more about our authors and books visit www.bloomsbury.com. Here you will find extracts, author interviews, details of forthcoming events and the option to sign up for our newsletters.

www.ospreypublishing.com

Osprey Publishing supports the Woodland Trust, the UK's leading woodland conservation charity. Between 2014 and 2018 our donations will be spent on their Centenary Woods project in the UK.

Acknowledgements

Thanks to everybody who purchased *Ronin*, played it, and provided me with their insights – this game is a more complete because of that. Special thanks to Bern Entriken, Gary Adams, Peter West and Alan Traves. Finally, thanks to Phil and all at Osprey.

Many thanks also go to Marco Germani, Richard 'Captain Blood' Lloyd and Patrick Connor for lending their photographs to this book.

CONTENTS

INTRODUCTION 4
What You Need to Play *En Garde!* 5
Models 5
Basic Principles 6

TURN SEQUENCE 6

PRIORITY PHASE 6
Determine Priority 7

MOVE PHASE 7
1. Move 10
2. Use a Missile Weapon 11
3. Remove a Reload Counter 11
4. Mount or Dismount 12
5. Hide or Rest 12
6. Aim 12
7. Issue an Order 12
8. Take a Special Action 13

COMBAT PHASE 13
Combat 13
Combat Procedure 14
Making an Attack 15
Ploys 15
Multiple Combats 16
Initiating a New Combat 16
Which Weapon? 16

WOUNDS 16
Wound Descriptions 17
Wound Table 17

COMBAT EXAMPLE 18

END PHASE 19
1. Test Morale 19
2. Remove Stunned Counters 20
3. Check Victory Conditions 20

ARMS AND ARMOUR 21
Close Combat Weapons 21
Missile Weapons 21
Ordinance 22
Armour 22
Mounts 23

SPECIAL RULES 23
Attributes 23
Banners 25
Civilians 25
Duels 25
Mounts 25
Objects 27
Poison 27
Ships 27
Wagons 27

CREATING A WARBAND 28
Warband Type 28
New Warbands 28

SAMPLE WARBANDS 30
Landsknechts 30
The Three Musketeers 31
The Cardinal's Guard 32
Conquistadors 34
Aztecs 36
Border Reivers 38
English Civil War 39
Swashbucklers 41
Ottoman Empire 43
Other Periods 45

SCENARIOS 46
Setting up the Game 46
Skirmish 48
Capture 48
Duel 49
Defence 50
Escort 51
Hold the Bridge 51
Occupy 52
Raid 53

CAMPAIGNS 53
Progression 54

APPENDIX A: SIMPLIFIED ATTACK PROCEDURE 55

APPENDIX B: THE FANTASTICAL 56

APPENDIX C: INSPIRATION AND FURTHER READING 60

QUICK REFERENCE 61

WARBAND ROSTER 64

INTRODUCTION

En Garde! is a skirmish game set during the Renaissance period, in which small groups of warriors referred to as *warbands* fight each other for honour or riches. Rather than just rolling a few dice, *En Garde!* allows players to make tactical decisions about how the models that they control will fight – offensively, defensively, or applying special martial skills.

The Renaissance era ran roughly from the late-14th to the 17th Century, and saw many ground-breaking discoveries and advancements in the fields of science, arts, politics and religion. It was also a time of great conflict and advancements in military technology. Gunpowder weapons began to be widely used, gradually becoming the dominant battlefield tool. Consequently, personal armour declined in use with the plate mail-clad knight eventually becoming redundant. Skill in hand-to-hand combat was still a vital attribute for a warrior, however, and the study of swordsmanship reached new heights in Europe.

In 1492 Christopher Columbus re-discovered the Americas, which heralded a new age of colonisation and conflict with the indigenous peoples of the region. The Spanish conquered the great civilisations of South America, while the British and French established footholds in North America. This was accompanied by a massive expansion in trade as ship-building technology evolved to increase the range and size of ships. In the Mediterranean, however, the galley still reigned until the end of the 16th Century, used by Christian, Muslim and pirate alike. Beyond the Mediterranean, the seafaring nations of Europe slowly established vast maritime empires and fought numerous wars and battles against each other. The 17th Century saw the eruption of the great war of religion known as the Thirty Years' War on the European mainland, and the descent of

the British Isles into civil war. The Ottoman Empire, which had captured Constantinople in the mid-15th Century, cast a shadow across Eastern Europe for centuries.

The army lists that are contained in *En Garde!* are all taken from the Renaissance world, but the rules can be used for almost any period, real or imagined, and the points system included in this rule book allows players to design their own factions and warbands.

WHAT YOU NEED TO PLAY *EN GARDE!*

- A warband of up to 20 models.
- A table and a few pieces of scenery.
- A tape measure and a handful of six-sided dice (referred to as D6).
- Counters (about a dozen per player) in two distinct colours, shapes, or sizes.
- Counters to represent wounds (a total of 3 different types).

MODELS

These rules were designed and play-tested using individually based 28mm-scale miniatures that are referred to in these rules as *models*. The recommended base sizes are listed below.

- **Infantry:** 20–30mm diameter round or square.
- **Cavalry:** 40–50mm diameter round or 25–30mm by 40–50mm rectangular.

Models also have facings – front and back – that are defined by an imaginary line through the centre of the base. By and large, a model will be facing to its front. If ever in doubt, use the *D6 Rule* (see Basic Principles, below).

CHARACTERISTICS

In *En Garde!*, each model has the following *characteristics*:

- **Name:** This describes the type of model.
- **Rank:** The model's relative importance:
    - Rank 1 models are militia and 'green' warriors.
    - Rank 2 models are basic foot soldiers, well-trained and well-equipped.
    - Rank 3 models are veteran warriors and non-commissioned officers.
    - Rank 4 models are elite warriors with excellent training and equipment.
    - Rank 5 models are legendary warriors, generals and leaders.
- **Move:** The model's movement rate.
- **Combat Pool (CP):** The model's capacity to make attacks in hand-to-hand combat and to defend itself. Rank 1 models have a CP of 1, Rank 2 have a CP of 2, and so on.
- **Initiative:** The model's ability to strike quickly. This will often be modified by the weapon it is wielding.
- **Fight:** The model's skill with hand-to-hand weapons, ranging from 1 to 5.
- **Shoot:** The model's skill with missile weapons, ranging from 0 to 2.
- **Armour Rating (AR):** The degree of protection the model has (if any).
- **Points:** The cost of the model when building your warband.
- **Equipment:** The weapons and equipment carried by the model.
- **Attributes:** Special skills and abilities that the model has.

BASIC PRINCIPLES

The following basic principles are applied when playing *En Garde!*:

- **Measurement:** When activating a model, a player may measure the distance to any other point or points on the board before finalising its activation. Distances may not be checked at other times.
- **Engaged:** If a model is in base-to-base contact with an enemy model, it is considered to be *Engaged*, which limits the actions it can take.
- **Reduced Characteristics:** A number of factors may reduce models' characteristics. Characteristics can be reduced to 0, but cannot be negative.
- **D6 Rule:** When in doubt or disagreement over a particular situation or rule, roll a D6 to determine which interpretation to use.

TURN SEQUENCE

A game of *En Garde!* consists of a number of turns, each representing a minute or two of actual time. Each turn is further divided into four phases, shown below in the order in which they are undertaken. Generally, play will alternate between players in each phase, beginning with the player with *Priority*.

1. Priority Phase
2. Move Phase
3. Combat Phase
4. End Phase

PRIORITY PHASE

The player who will have Priority for the rest of the turn is determined in this phase.

MOVE PHASE

During this phase players have the opportunity to move models, use missile weapons or take certain other actions.

COMBAT PHASE

In this phase all hand-to-hand combat is resolved.

(Patrick Connor)

END PHASE

In the final phase of the turn, some tidying up occurs and *Victory Conditions* are checked. The *Morale* of each warband is also checked if casualties were suffered this turn or if certain other conditions have been met.

PRIORITY PHASE

During the Priority Phase, the player with Priority is determined.

DETERMINE PRIORITY

Each player rolls a D6 (re-rolling ties). The winner has Priority for this turn. The player with Priority will have the opportunity to choose which combats are resolved first and which models move or fire first. In any situation where there is an opportunity for more than one model to do something, the player with Priority will always have the option to go first.

Some special abilities will impact on the Priority roll – these are detailed later in the rules.

MOVE PHASE

During this phase a model may take one of the following actions:

- Move
- Use a missile weapon
- Remove a reload counter
- Mount or dismount
- Hide or rest
- Aim
- Issue an order
- Take a special action

The player with Priority selects a model to take an action, resolves it, then the other player selects a model, and so on. Once a player passes on the opportunity to take an action, the phase ends for that player.

1. MOVE

The distance a model moves depends on a number of factors, detailed below. Under normal circumstances, models may never move over or through other models, and there must always be room for the model's base where it stops.

Movement Rate	Short	Normal	Run
Slow	2"	4"	6"
Infantry	3"	6"	9"
Fast	4"	8"	12"
Cavalry	6"	12"	18"

The *Infantry movement* type is used for normal models on foot, whilst the *Cavalry movement* is for most mounted models. The other two movement rates are used for non-standard models and situations.

A *Short move* is a move that is usually combined with another action – after dismounting, for example.

A *Normal move* can be used to move into base-to-base contact with an enemy model.

A *Run move* may be used by a model if it does not pass within 1" of an enemy model during any part of its movement.

A model may make a single free turn of up to 180° at any stage of its movement. Each additional turn costs 2" of movement.

A model that is in base-to-base contact with one or more enemy models may make a short move out of contact. The enemy model (or models) has three options in this situation:

- The enemy model(s) may choose to not move and make a single attack against the departing model. This happens just like a normal attack, but without any opportunities for any *Ploys* (see p.15). Additionally, the attacking model gets an additional +1 to its Attack Roll. However, each model can only make such an attack once per turn, no matter how many opportunities arise.
- Do nothing.
- Move back into base-to-base contact as that model's activation (only if it has not already been activated this turn).

SPECIAL MOVEMENT

JUMPING

A model may combine movement with a jump move of no more than 1" (i.e. across a fissure or between two buildings). A model may combine a Short move with by a jump of up to 2" so long as it makes a successful *Dexterity Check* (see below). A failure means that the model will fall (see below).

CLIMBING

A model may make a short move to climb vertically. This will require a Dexterity Check (see below). This movement will require some interpretation and agreement between players about what is appropriate. Generally, one storey of a building or the equivalent is acceptable for one turn of climbing. If in doubt about whether a climb move should be permitted, use the D6 Rule.

FALLING

A model that misses a jump or fails to climb will fall. To determine if any damage has been suffered in a fall, roll 2D6 and add the number of vertical inches that the model has fallen. Subtract 8 from this score, and if the result is positive, refer to the *Wound Table* (p.17). Armour does not have any effect against damage from falling.

DEXTERITY CHECK

Certain types of movement and other situations require a model to make a Dexterity Check. To make a Dexterity Check, roll 2D6 and add the model's Initiative. If the model has an Armour Rating of 3 or higher, subtract this number from the result. If the final result is 8 or greater, the check was successful. Models with the Agile Attribute add +2 to their score.

TERRAIN

Terrain affects the way models move on the tabletop, and provides cover and concealment. There are five main types of terrain: *open*, *difficult*, *impassable*, *buildings* and *water*. Before starting the game, it is important that both players discuss the terrain that is to be used and what game effects that it will have in terms of movement and cover.

Open terrain: This type does not impede movement in any way.

Difficult terrain: Difficult terrain is that which requires some effort to travel through. Examples include swampy ground, shallow streams and ponds, very rocky ground, thick mud, thick underbrush, forest, low walls and hedges. If a model spends any part of its movement in difficult terrain then its movement rate decreases to the next level. For example, a model that moves at Infantry rate will drop to the Slow rate if any part of its movement passes through difficult terrain. Models that already move at Slow have their movement rate halved again.

Impassable terrain: Impassable terrain includes walls too high or smooth to easily climb, cliffs, deep water and so on. Models cannot move through this terrain, they must move around it.

Buildings: Buildings are a special type of terrain and can cause some issues if the rules are not carefully discussed before the start of a game. Buildings count as difficult terrain for movement purposes. Movement up and down stairs should be considered movement rather than climbing. Because they are easy to defend, generally no more than two models will be able to attack any enemy model standing in a doorway, and only one model can fight another through a window. Opening or closing an unlocked door or window will cost a model 1" of its movement. Models armed with long-handled weapons (including spears, polearms and great weapons) suffer a -1 Initiative penalty and -1 penalty to Attack Rolls when fighting inside buildings, unless the combat is taking place in a very large room.

Water: The effects of water also deserve special attention. A model that is in water that counts as difficult terrain may drown if it receives any *Stunned counters*. In this situation, a roll of 6 on a D6 results in the model drowning (a type of Critical wound) and being removed as a casualty. If the model is wearing heavy armour, a roll of 5 or 6 gives this result.

(Richard Lloyd)

REDUCED MOVEMENT

Models with the slow movement rate that have their movement reduced will have it reduced to half – i.e. 1"/2"/3". This is the lowest possible movement rate, regardless of how many movement-reducing game effects might be applied to a model.

2. USE A MISSILE WEAPON

Any model that is not Engaged may use a missile weapon in this phase. This can usually be combined with a short move, though this will also incur a penalty.

SHOOTING PROCEDURE

Select a target model, and then measure range (from the edge of the shooter's base to the edge of the target's) and check line of sight.

The model that is shooting rolls 2D6, adds its Shoot characteristic and then adds or subtracts other modifiers to this roll (see below). The weapon being used (see Arms and Armour, p.21) and certain Attributes (see Attributes, p.23) can also introduce relevant modifiers. Once all relevant modifiers have been applied, the final result is the *Shooting Attack Roll*.

Subtract 6 from the Shooting Attack Roll. The resulting number is the *Hit Score*. If the Hit Score is 1 or more, than a hit has been scored. If the Hit Score is 0 or negative, the attack has missed. A successful Hit Score then becomes the *Basic Wound Score*. Add any relevant weapon modifiers, and subtract the target's AR value to calculate the *Final Wound Score* and refer to the *Wound Table* (p.17).

Modifiers to Shooting Attack Roll	
Target is 3" away or less	+1
Target is 12–24" away	-1
Target is 24–36" away	-2
Target is more than 36" away	-3
Target is Engaged	-2 (plus see special rules for shooting into combat, p.11)
Target is a large model	+1
Shooting model made a short move this turn	-1
Shooting model has a Light or Grievous wound	-1
Target is in light cover	-1
Target is in medium cover	-2
Target is in heavy cover	-3
The shooting model successfully aimed last turn	+1
All modifiers are cumulative.	

LINE OF SIGHT AND COVER

Certain types of terrain will offer cover to models that are targeted by shooting attacks. There are three types of cover – light, medium and heavy.

- **Light cover:** This includes vegetation such as shrubs and hedges, which partly obscure the target and offer minor protection. Shooting models that are targeting a model benefitting from light cover suffer a -1 modifier to their Shooting Attack Roll.
- **Medium cover:** This includes wooden fences, low walls and similar, which offer more substantial protection. Shooting models that are targeting a model benefitting from medium cover suffer a -2 modifier to their Shooting Attack Roll.
- **Heavy cover:** This includes stone walls, building, embankments, heavy wooden palisades and so on, and forces a -3 modifier to the Shooting Attack Roll.

Line of sight is a model's ability to see a target. If there is no line of sight, an attack may not be made. The following situations block line of sight:

- If a straight line between any part of the attacker's base to any part of the target's base crosses any part of the base of another model.
- If there is more than 2" of light cover in between the model and the target.
- If the Target is Hidden.

(Patrick Connor)

SHOOTING INTO COMBAT

Sometimes you will elect to shoot at a model already engaged in combat. This is a risky proposition, and if the shot misses it may hit one of the other combatants. The usual process is followed, but if the shooting attack fails, randomly select another model in the combat and conduct a completely new shooting attack against that model, including a new dice roll. This represents the initial shot missing the target model but potentially hitting a second model. If this second attack also fails, then the shot was completely wayward – do not continue for a third model in the combat (if one exists).

MISFIRES

If the player rolls snake eyes (two 1s) when making a Shooting Attack Roll with any kind of bow, crossbow or black powder weapon, then a misfire has occurred. The shooting model automatically gets a Reload counter, even if their weapon does not normally accumulate them, to represent a bow string breaking, jam or other malfunction.

SHOOTING EXAMPLE

An archer with a longbow takes aim at an enemy model. The archer has a Shoot of 1, the enemy model is 23" away and is wearing light armour (AR 1). There are no other modifiers.

The archer rolls 2D6, getting a 3 and a 4. He adds his Shoot of 1 and then subtracts 1 for the range. His final Shooting Attack Roll is 7. He subtracts 6 from this to get a Hit Score of 1. A hit! To get the Final Wound Score, he adds 1 because of the longbow's power, and subtracts the target's AR of 1. The Final Wound Score is therefore 1 – a Stunned result.

3. REMOVE A RELOAD COUNTER

Some weapons generate *Reload counters* when fired. A weapon with the Reload special rule may not be used when it has one or more Reload counter. A model may choose to spend the move phase reloading – in which case, it may remove one Reload counter

4. MOUNT OR DISMOUNT

A model that is mounted may dismount and then make a short move. A model that is adjacent to a horse or similar mount may mount and then make a short move, but only if it started the game mounted. See the Special Rules section (p.25) for more rules on mounted models.

5. HIDE OR REST

A model may choose to do nothing, in which case it counts as *Resting*. It will not count as having rested if it is engaged in hand-to-hand combat. If it is in any sort of cover, it also counts as *Hidden*.

6. AIM

A model that aims and is not engaged in hand-to-hand combat this turn will get a +1 bonus on its next Shooting Attack Roll.

7. ISSUE AN ORDER

Orders allow groups of models to undertake the same action, speeding up game play and/or gaining a tactical advantage. When models with the Commander Attribute are activated, they may issue an order to a certain number of models to perform the same action. The types of orders are:

- Move
- Shoot
- Reload

A Commander may give an order to himself and a number of models equal to his Rank, provided they are within 3" and of equal or lower Rank. So, a Rank 3 Commander could give an order to himself and up to three other Rank 1, 2 or 3 models within 3".

MOVE ORDER

At the end of the move, all ordered models must still be within 3" of the Commander. If none of these models comes within 1" of an enemy model, all may make a run move. If one or more of these models moves into base-to-base contact with an enemy model, all must make a normal move.

SHOOT ORDER

Nominate a target model to which at least one model in the ordered group has line of sight. Before beginning the attack, determine how many other models are within 3" of the target model, as these are the only models that can be targeted. Line of sight is not blocked by a single friendly model that has also received this order – in other words, you can arrange the shooting models in 2 ranks, provided they are in base-to-base contact.

One at a time, nominate a shooting model in the ordered group and conduct a shooting attack at the target model or any model within 3" of it following the normal rules. As each attack is resolved, remove any casualties and move onto the next shooting model. Each shooting model must have a clear line of sight to the target of its attack.

(Patrick Connor)

Note that it is not necessary for the model issuing the shoot order to have a missile weapon (though this will normally be the case). It cannot take any other action, though.

RELOAD ORDER

All ordered models may discard a Reload counter.

8. TAKE A SPECIAL ACTION

Special actions include some actions detailed in the Special Rules section (p.27), such as picking up objects, but also allows for the inclusion of scenario-specific actions that players may come up with. Some potential examples include:

- Setting fire to a building
- Searching a room
- Spiking (disabling) an artillery piece
- Barricading a door

It is entirely up to players to come up with whatever special actions suit the scenario that they are playing.

COMBAT PHASE

During this phase models fight in hand-to-hand combat if Engaged.

COMBAT

The key mechanic for resolving combat in *En Garde!* is the use of *Attack and Defence counters*, which are drawn from the relevant model's Combat Pool. Any sort of counter that comes in two clearly distinguishable colours, shapes or sizes can be used. Before starting the game, make sure that each player is clear about which counters are which! Each player should have a pool of around half a dozen of each colour. Each combat will have a number of opportunities for attack or defence by each of the models involved in it. It is not compulsory, however, for any attacks to be made and indeed an entire combat round may pass without this happening.

All models that are in base-to-base contact with one or more enemy models are considered to be Engaged in hand-to-hand combat. Up to four models may fight against a single model of the same base size – models in excess of this make no contribution to the combat. Up to six models can fight against a model with a larger base size, and only two models may fight against one with a smaller base size.

Sometimes more than one model from each side will become involved in a single combat. In this case, the models should be separated into a logical number of separate combats, depending on the sequence in which they joined the combat and which models are in base-to-base contact with which. Common sense needs to be applied in these situations, and the golden rule is that only ONE side will ever have multiple combatants in any given combat.

The player with Priority picks one model that he controls that is engaged, and has yet to fight this turn, and that combat is resolved. Then the other player picks a model that he controls that is in combat and resolves it, and this process continues until all combats have been resolved. Each model will only fight one round of combat under normal circumstances.

COMBAT PROCEDURE

- The player with Priority picks one model that he controls that is engaged.
- Players secretly draw counters equal to the value of the Combat Pool of the models that they control that are involved in the combat, choosing between Attack and Defence counters.
- Each player then reveals his Combat Pool, placing it in front of him.
- Initiative is determined. Each player rolls a D6 for each model that he controls in the combat, adding the relevant model's Initiative characteristic and any other modifiers. The result is the model's Initiative score for this combat, and determines the order in which models have the opportunity to declare an attack. In the case of a draw, the models involved roll off to see who goes first.
- The model with the highest Initiative has the option to make an attack (see below). However, that model may instead elect to pass and not make an attack.
- Once this has been resolved the model with the next highest Initiative score has the opportunity to declare an attack, and so on, returning to the model with the highest Initiative.
- Once all models have emptied their Combat Pool the combat is over.

(Richard Lloyd)

MAKING AN ATTACK

1. Nominate the model to make the attack (the Attacker) and the target of the attack (the Defender).
2. Remove an Attack counter from the Attacker's Combat Pool.
3. The Defender declares whether or not he will make any Ploys, and which type.
4. The Attacker then declares whether or not he will make any Ploys, and which type.
5. The Attacker rolls 2D6 and adds his Fight characteristic to this number and any Attack Roll modifiers. The final result is the *Attack Score*.
6. The Defender rolls 1D6 and adds his Fight characteristic to this number and any Defence Roll modifiers. The final result is the *Defence Score*.
7. Subtract the Defence Score from the Attack Score to get the *Hit Score*. If the Hit Score is 1 or more, then a wound may been caused. If the result is 0 or negative, the attack has failed.
8. A successful Hit Score then becomes the *Basic Wound Score*. Add any relevant weapon or attribute modifiers, and subtract the target's AR value to calculate the *Final Wound Score* and refer to the *Wound Table* (p.17).

MODIFIERS

A model that is fighting three or more enemy models will suffer a -1 penalty to its Fight.

PLOYS

PARRY

Defender only. Remove a Defence counter. Roll an extra D6 when making a Defence Roll, and add it to the Defence Score.

RIPOSTE

Defender only. Remove a Defence counter. Once per turn only. Must also have the Weapon Master Attribute and be wielding a sword or longsword. If the Defence Score is greater than the Attack Score, then assume that the roles are reversed (subtract the Attack Score from the Defence Score) and use this value as the basis to determine whether a hit has been caused against the original Attacker. However, a Riposte also suffers a -2 Wound Modifier, so it is harder to actually cause a Wound. When using a Riposte, whether it is successful or not, the model must pass on its next opportunity to Attack.

FEINT

Attacker only. Once per turn only. Must also have the Weapon Master Attribute. If the attack is successful, no damage is caused, but an Attack counter is returned to the Attacker's Combat Pool. If the attack fails, the counter is not regained.

MIGHTY BLOW

Attacker only. Remove an extra Attack counter from the Combat Pool. Roll an extra die as part of the Attack Roll, and then discard one die of your choice.

SUBDUE

Attacker only. This is a special type of attack designed to incapacitate a model, rather than to kill. Subdue attacks are subject to a -1 modifier to the Wound Score. If a Grievous wound is suffered by the target model as a result of a Subdue attack, then that model is rendered unconscious. An unconscious model cannot move or take any other action, and does not roll any Defence if engaged in melee. An unconscious model is considered a heavy object.

DISENGAGE

Attacker only. If the Hit Score is successful, no wound is inflicted, and the Attacker makes a Short move out of contact instead.

MULTIPLE COMBATS

When more than one model from the same side is involved in a combat, their Combat Pools are combined. A model may never make more attacks than its Combat Pool value. So, in order to ensure that no model expends too many counters, it is important to keep track of which models have done what. This is best done by placing counters next to models as they expend them.

INITIATING A NEW COMBAT

A model that is no longer Engaged but still has counters left in its Combat Pool may discard one Attack counter to make a Short move into base-to-base contact with another enemy model. This is not considered to be a new combat, though the new opponent (or opponents) gets its full Combat Pool allowance, and Initiative is rolled again for all models. A model can only make one such move per turn.

WHICH WEAPON?

Many models are equipped with multiple weapons in *En Garde!*. One of these will be the model's primary weapon but, at the start of each combat, the player controlling the model may declare that it is using a different weapon. A model may switch weapons during a combat (if, for example, it is disarmed), but this will cost an Attack counter, and will occur in place of making an attack.

WOUNDS

There are four types of wounds that models can suffer. These are represented by placing the relevant counter next to the model. A model may accrue multiple Stunned counters, but will only ever have one Light or Grievous wound, and never both at the same time, as explained below. Stunned counters are periodically removed, but Light and Grievous wound counters remain in place for the rest of the game.

(Patrick Connor)

(Richard Lloyd)

WOUND DESCRIPTIONS

- **Stunned:** A minor blow that disorientates the model. Models may recover from Stunned results, but multiple Stunned results will turn into a Light Wound.
- **Light wound:** These wounds only slightly affect a model's capacity to act, but are potentially serious.
- **Grievous wound:** This type of wound is very serious and may well prove fatal in time.
- **Critical wound:** These are fatal wounds. Remove the model.

WOUND TABLE

Use the table below to determine whether or not a wound has been caused.

Wound Table

Final Wound Score	Result	Effect
0 or less	A scratch!	No Effect
1	Stunned	-1 Initiative, -1 Shoot, 1 Stunned counter
2–3	Light wound	-1 Initiative, -1 Fight, -1 Shoot
4–5	Grievous wound	-2 Initiative, -2 Fight, -2 Shoot
6+	Critical wound	The model has been killed
If a model that already has a Stunned counter receives a second one, it suffers -1 Fight in addition to the other penalties. If a model with two Stunned counters receives a third, all three are discarded and the model suffers a Light wound instead.		
If a model with a Light wound suffers a second Light wound, they immediately become a Grievous wound instead.		
If a model with a Grievous wound suffers a Light wound or a second Grievous wound, they will immediately become a Critical wound instead and the model will be killed.		

Wounds come into effect immediately, so if a model that is in combat and has yet to attack suffers a Light wound, it will do so with a -1 Fight modifier. If it suffered a Critical wound, it would be immediately removed.

COMBAT EXAMPLE

A poor Rank 3 Spanish swordsman is facing two Rank 2 ruffians in an alley in Cadiz over a gambling debt. The swordsman has a Combat Pool of 4, a Fight of 3 and an Initiative of 1. He wears a buff coat, giving him an AR of 1, and is wielding a sword and dagger. He also has the Weapon Master (Sword) and Duellist Attributes (which is why his CP is 4 instead of 3).

Both ruffians have a Fight and CP of 2. Ruffian #1 wields a sword, Ruffian #2 a two-handed axe (counts as a great weapon). Neither has any other equipment or Attributes.

Both players secretly form their Combat Pools. The swordsman errs on the side of caution, selecting 2 Attack and 2 Defence counters. The Ruffian player focuses on offence, selecting 3 Attack and 1 Defence counters. He doesn't have to assign these until they are used, so for the time being they stay in a single pool.

Next, Initiative is rolled for each model. The swordsman rolls a 4, which is increased to 5. Ruffian #1 scores a 6, and Ruffian #2 a 2. Ruffian #1 therefore gets the first opportunity to attack, and chooses to do so. He removes an Attack counter from the combined Combat Pool. The swordsman declares that he will use the Parry Ploy, and removes a Defence counter. Ruffian #1 then rolls 2 dice, getting a 3 and 4 for a total of 7. Adding his Fight of 2 gives an Attack Score of 9. The swordsman rolls 2 dice (one as standard, and one for the Parry), scoring a 1 and a 4, but uses his Weapon Master Attribute to re-roll the 1, getting a 2. Adding these to his Fight of 3 gives him a Defence Score of 9. Subtracting the Defence Score from the Attack Score gives a Hit Score of 0, so the attack has failed.

The swordsman then launches an attack on Ruffian #2 and removes an Attack counter from his Combat Pool. Ruffian #2 elects to Parry, and removes the Defence counter from the ruffians' shared pool. The swordsman, as the attacker, then declares that he will attempt a Mighty Blow, and removes a second Attack counter. He rolls 3 dice, getting a 2, 3 and 5. He re-rolls the 2, getting a 4, and discards the 3, giving him an Attack Score of 12. Ruffian #2 rolls a 4 and a 2, getting a 6, which gives him a Defence Score of 8. This gives a Hit Score of 4, so a wound may have been caused. There are no modifiers to apply to the Basic Wound Score, and so the Final Wound Score is 4. Checking the Wound Table, this is a Grievous wound.

Badly wounded though he is, Ruffian #2 then has an opportunity to attack and removes an Attack counter. The swordsman declares that he will attempt to Riposte, and removes a Defence counter, emptying his Combat Pool. Ruffian #2 rolls 2 dice, getting 2 and 4. He adds his Fight of 2, but then subtracts 2 for carrying a Grievous wound, resulting in an Attack Score of 6. The swordsman rolls 2 dice, getting 3 and 4. He adds his Fight of 3 for a Defence Score of 10. As the Defence Score is higher, the Riposte was successful and could wound Ruffian #2. Subtracting the Attack Score from the Defence Score gives a result of 4, and then applying the -2 Wound Modifier (as per the Riposte Ploy) gives a Final Wound Score of 2. This is a Light wound that, combined with the Grievous wound already suffered by Ruffian #2, is enough to finish him off.

One Attack counter still remains in the ruffians' Combat Pool, however, and as Ruffian #1 has only used one counter so far, he can make a final attack. The swordsman has no counters left, and so can only roll a single die in his defence. Ruffian #1 rolls a 3 and a 5 which, combined with his Fight of 2, gives him an Attack Score of 10. The swordsman rolls a 1, but re-rolls it using his Weapon Master Attribute for a 5, and a Defence Score of 8. Subtracting the swordsman's AR value from the Basic Wound Score gives a Final Wound Score of 1 – the swordsman is merely Stunned.

That concludes a combat turn. The swordsman has been lucky, but his superior skills have seen off one of his opponents, and Ruffian #1 is feeling decidedly nervous...

END PHASE

1. TEST MORALE

Combat is a frightening experience, and despite the best of plans of commanders, warriors will often lose the will to fight. In *En Garde!*, this is simulated by the *Morale* of a warband. There are three levels of Morale – *Steady*, *Wavering* and *Routing*. A warband will always start a battle with its Morale at Steady. However, if members of the warband are killed then its Morale may drop to Wavering or even Routing.

You must to check to see if your warband's Morale has changed if at least one of the following conditions applies:

- The warband's Morale is currently Wavering.
- At least 25% of the starting strength of the warband suffered a Critical wound in the previous turn (for example, if a warband that started the game with 10 models loses 3 to critical wounds in any one turn, it must test the following turn).
- The Leader of the warband suffered a Critical wound in the previous turn.

To test Morale, roll 2D6 and add the two dice together and add any applicable modifiers. The resulting number is the *Morale Test*.

Modifiers to Morale Test	
The warband is at less than 50% strength	+1
The warband is at less than 25% strength	+2
The warband's Morale is currently Wavering	+1
The warband has at least one model with the Commander Attribute	-1
The warband has a banner	You may choose to re-roll the Morale Test
All modifiers are cumulative.	

Compare the Morale Test to the warband's *Morale Rating*. If the Morale Test is equal to or less than the Morale Rating, then one of the following will happen:

- If the warband's Morale is currently Steady, then nothing will happen.
- If the warband's Morale is currently Wavering, it will improve to Steady.

If the Morale Test is greater than the Morale Rating, then there will be one of two effects:

- If the warband's Morale is currently Steady, it will fall to Wavering.
- If the warband's Morale is currently Wavering, it will fall to Routing.

WAVERING

When a warband's Morale changes from Steady to Wavering, it is beginning to lose the will to fight. Warriors become uncertain and unwilling to risk their lives. Each time that you activate a model in order to move it into base-to-base contact with an enemy, roll a D6 and add its Rank. If the result is 7 or more, then you may move the model. Otherwise, the model may not move into contact with an enemy model, although it may take other actions as normal.

ROUTING

When a warband's Morale moves to Routing, it begins to withdraw from the battlefield. Each time you activate a model, roll a D6 and add its Rank. If the result is 7 or more, the model may act as you wish. Otherwise, it must make a Run move towards the nearest table edge, avoiding any enemy models as it goes. If it leaves the table it may not return. Models that are Engaged are not affected. Once a warband is Routing, it stays that way for the rest of the game.

2. REMOVE STUNNED COUNTERS

Roll a D6 for each model that has one or more Stunned counters and apply the result shown in the table below. Apply a -1 modifier to this roll if the model is Engaged, and a +2 modifier if the model Rested in the Move Phase.

Stunned Counter Removal Table	
D6 Roll	**Effect**
1–4	No effect
5–6	Remove one Stunned counter
7+	Remove up to two Stunned counters

3. CHECK VICTORY CONDITIONS

Check to see if the Victory Conditions of the scenario have been met.

ARMS AND ARMOUR

CLOSE COMBAT WEAPONS

Close Combat Weapon	Special Rules	Points
Hands and feet	-1 Initiative; -2 Wound Score	–
Dagger	-1 Initiative	–
Sword	–	–
Hand weapon	–	–
Longsword	– (if used one-handed) **OR** Two-handed; +1 Wound Score (if used two-handed)	1
Great weapon	-1 Initiative; +1 Wound Score; Two-handed	2
Spear	+2 Initiative	2
Pike	+3 Initiative in 1st round of combat, -3 Initiative in subsequent rounds; +1 Wound Score vs. mounted; Two-handed	2
Halberd	+1 Initiative; +1 Wound Score; Two-handed	3
Lance	+2 Initiative; +1 Wound Score (when mounted)	4
Staff	Two-handed	–
Bayonet	+1 Initiative	1 (on top of cost of Musket)
Pistol (Close Combat)	+5 Initiative; +1 Wound Score; Powder; Reload (1)	(see Missile Weapons)

CLOSE COMBAT WEAPON SPECIAL RULES

- **Two-handed:** Cannot be used in conjunction with a shield or second weapon.

MISSILE WEAPONS

Missile Weapon	Max. Range	Special Rules	Points
Bow	36″	–	3
Longbow	48″	+1 Wound Score	5
Crossbow	48″	+1 Wound Score; Reload (1)	3
Matchlock	36″	+2 Wound Score; Inaccurate; Match; Reload (1)	3
Musket	48″	+2 Wound Score; Powder; Reload (1)	5
Blunderbuss	9″	Spray (2″)	2
Thrown weapon	6″	–	1
Sling	24″	–	2
Grenade	9″	+1 Wound Score; Blast (2″); One use only	5
Javelin	12″	–	2
Pistol	18″	+1 Wound Score; Inaccurate; Powder; Reload (1)	5

(Richard Lloyd)

MISSILE WEAPON SPECIAL RULES

- **Blast (X"):** A grenade can be directed at any target point, and not necessarily a model. Any model that is within X" of the target point is hit on a successful shot. A miss is a miss!
- **Inaccurate:** An inaccurate weapon suffers an additional -1 to Shooting Attack Rolls when firing at ranges greater than 12".
- **Match:** This weapon cannot be used if it is raining.
- **Pistol:** May also be used in close combat (see Close Combat Weapons, above), but only if it has no Reload counters on it.
- **Powder:** If it is raining, roll a D6 each time a Reload counter is removed. On a 1 or 2, immediately add a Reload counter.
- **Reload (X):** The number of Reload counters placed on the weapon after it fires.
- **Spray (X"):** Certain types of missile weapons fire a cone of small projectiles that can strike a number of targets at once. Such weapons use a template that takes the form of an equilateral triangle with sides X" in length. One point of the template is placed against the shooter's base, and any model partially under the template is considered to be hit by the weapon.

ORDINANCE

This section has been included for completeness' sake, as large weapons will not normally be part of a game of *En Garde!*.

Ordinance	Max. Range	Special Rules	Points
Swivel gun	48″	+3 Wound Score; Crew (2); Grapeshot; Reload (2)	10
Light cannon	60″	+5 Wound Score; Crew (3); Grapeshot; Immobile; Reload (3)	20
Cannon	72″	+6 Wound Score; Crew (4); Grapeshot; Immobile; Reload (4)	30
Ballista	48″	+3 Wound Score; Crew (2); Immobile; Reload (2)	10

ORDINANCE SPECIAL RULES

- **Crew (X):** A number of crewmen, equal to the number in brackets, must be purchased separate to the weapon. As can be seen, each weapon generates a number of Reload counters equivalent to its starting crew, so if some crew are lost it will not be able to be reloaded in a single turn.
- **Grapeshot:** Has a maximum range of 18" and a Spray of 3" (see Missile Weapon Special Rules, above). When firing grapeshot, the weapon's Wound Score modifier is reduced by 2 (so, for example, a cannon firing grapeshot has a Wound Score modifier of +4).
- **Immobile:** May only be turned on the spot, cannot be moved.
- **Reload (X):** The number of Reload counters placed on the weapon after it fires.

ARMOUR

Models can select one type of armour only (light, medium or heavy) and one shield type only (buckler or shield). If using a buckler or shield, two-handed weapons cannot be used. If wearing heavy armour, the model cannot run.

Armour	Armour Rating (AR)	Special Rules	Points
Light	1	–	2
Medium	2	–	4
Heavy	3	May not make a Run move	7
Buckler	+1	Only counts in hand-to-hand combat	1
Shield	+1	Only counts against shooting attacks from the model's front	2

MOUNTS

See Mounts (p.25) for more information about mounts.

Mount	Points	Options
Horse	10	May have light barding (AR 1) for +2 points, or heavy barding (AR 2) for +5 points. If equipped with heavy barding, may not make a Run move.
Warhorse	15	

SPECIAL RULES

ATTRIBUTES

Some models have exceptional skills and abilities, referred to as Attributes, which allow them to do things that other models cannot. Some Attributes require a model to have another Attribute as a prerequisite.

AGILE

This model is extremely agile and not affected by difficult terrain, and also counts impassable terrain as difficult terrain (except for deep water, which remains impassable). Also, this model adds +2 to all Dexterity Checks and may not be attacked if it chooses to Withdraw. Finally, this model can move through friendly models so long as there is room for the model's base wherever it completes its movement.

ARCHER

This model may make two shooting attacks with a bow or longbow in the Move Phase, though both will suffer a -1 penalty to the Shooting Attack Roll.

BEGUILING

This model's charisma or rank (e.g. a priest) makes it difficult to attack. Any model wishing to attack this model must first roll lower than its own Rank on a D6. Once a Beguiling model makes an attack against a particular model, that model no longer has to test to attack it in return.

COMMANDER

If a warband has at least one model with this Attribute, it gets a -1 modifier on any Morale check. Additionally, this model may issue an order to a number of models equal to its Rank that are within 3" (see Issue an Order, p.12).

(Richard Lloyd)

DODGE

Shooting attacks that originate from this model's front facing suffer a -2 penalty to the Shooting Attack Roll. Does not count against matchlocks, muskets, pistols, swivel guns or cannon.

DUELLIST

This model may fight with a second weapon, usually a dagger. Its Combat Pool is increased by 1.

FAST

This model gains +1 Initiative and, once per turn, may make two attacks in succession, contrary to the usual rules.

FEARLESS

This model ignores the results of any Morale Test.

HORSE MASTER

This model does not receive a Stunned counter if thrown by a mount, and may use a missile weapon while mounted at no penalty.

INSPIRING

While a model with Inspiring in play, its warband will automatically pass the first Morale Test that it has to take – no roll is required.

LUCKY

Only available to Rank 5 models. Once per game, the controller of this model may force a re-roll of any one die rolled as part of a combat (shooting or hand-to-hand) including the Lucky model. This die may have been rolled by the controlling player or by his opponent.

POWERFUL

This model adds a +1 to all Wound Scores from hand-to-hand combat.

SHARPSHOOTER

This Attribute must be assigned to a specific missile weapon type, such as a bow. When making a Shooting Attack Roll using the designated weapon, the Sharpshooter may re-roll any one result of 1 or 2. The result of the re-roll must stand.

SCOUT

Scout models may be moved up to 12" before the game begins, as long as this does not contravene any of the other scenario rules. Scouts may start the game Hidden. If the warband has at least one model with this Attribute it adds +2 to the Priority roll in the first turn of the game. If both players have Scouts, the one with the most gets this bonus. If both players have the same number of Scouts, neither side receives the bonus.

TACTICIAN

This model's warband automatically wins Priority each turn. If both warbands have a Tactician, determine Priority as usual.

TOUGH

This model is particularly hardy and ignores the effects of Light wounds. However, the model still counts as having a Light wound, so if it suffers an additional Light wound it will have a Grievous wound, and so on. This model also gets +1 on all rolls to remove Stunned counters.

WEAPON MASTER

This Attribute must be assigned to a specific melee weapon type, such as a sword. When making an Attack or Defence Roll using the designated weapon, the Weapon Master may re-roll any one result of 1 or 2. The result of the re-roll must stand. This takes place before any extra dice have to be discarded as part of a Ploy.

(Patrick Connor)

BANNERS

Banners were common in many armies of the era, and used as rallying points to inspire troops. Certain factions in *En Garde!* may field banners as part of their warband, and may re-roll failed Morale Tests while the banner is in play.

CIVILIANS

You may wish to include non-combatant civilian models in your games. These models are considered to be Infantry in terms of movement and have characteristics of 0 across the board, with the exception of a Combat Pool of 1. They may only choose Defence counters, however. Civilians have no equipment.

DUELS

In the Priority Phase, models of Rank 3 or higher can issue a challenge to a model of equal or higher rank that is within 6" of it. Neither model may be Engaged, and only a model with no wounds or Stunned counters may be challenged. If the challenge is accepted, the two should enter combat as soon as possible, and fight until one of the two is killed. No other model can participate in the combat.

MOUNTS

There are two types of mounts – horses and warhorses – both of which use the Cavalry movement rate. Horses do not have any attacks, though they may still be attacked, while warhorses may attack in combat. Cavalry can also be armoured (see p.23), and mounted models may make ride-by attacks (see below).

LARGE MODELS

Horses and Warhorses are *large models*, and accrue wounds in different ways than standard models:

- If a large model suffers a Light wound, downgrade it to Stunned.
- If it suffers a Grievous wound, downgrade it to a Light wound.
- If it suffers a Critical wound, roll a D6. On a 4+ the model is killed, otherwise downgrade it to a Grievous wound.
- Stunned results are as per the usual rules, but large models automatically (do not roll) discard one Stunned counter in the End Phase

Shooting Attack Rolls have a +1 modifier when targeting a large model.

MOUNTED COMBAT

Mounted models fight normally in close combat, but may not use two-handed weapons. Using a missile weapon while mounted incurs a -2 penalty to the Shooting Attack Roll unless the model has the Horse Master Attribute. In any case, longbows may never be used from horseback.

A foot model that is in combat with a mounted model may choose to attack either the mount or its rider. In mounted-versus-mounted combat, the riders must attack each other. Both horses and warhorses have a Fight of 1, while Warhorses have a Combat Pool of 1 and an Initiative of 0. If two mounted models are engaged in combat, the mounts will automatically attack each other.

If a mount suffers a Grievous or Critical wound then its rider is immediately thrown (see below).

SHOOTING AT MOUNTED MODELS

All hits against mounted models are randomised by rolling a D6. On a 1–4 the mount is hit, on a 5–6 it is the rider. Determine the Final Wound Score against the appropriate model.

RIDE-BY ATTACKS

A *ride-by attack* is a special type of attack that can only be made by mounted models. Unlike other movement, this happens in the Combat Phase. To be eligible to make a ride-by attack, the model must not already be engaged and must not have moved this turn. The model is activated in the Combat Phase (ignoring the normal rule of only activating models that are in combat). The model is then moved up to 9" into base-to-base contact with one or more enemy models. A combat is fought as usual, except that all models must halve their Combat Pool (rounding up, with a minimum of one). The rider has an Initiative bonus of +1 in this combat. As soon as the combat is resolved, the mounted model may, if able, immediately move up to 9" (not passing within 1" of an enemy model). Note that warhorses do not get an attack in this situation.

THROWN RIDERS

When a rider is thrown, replace the mounted model with a foot model and give it a Stunned counter. The mount leaves play and cannot be used again.

OBJECTS

In some scenarios, models may be required to pick up or carry objects. These can be represented by a special counter or specific model. For simplicity's sake, there are only two types of objects in *En Garde!*.

A *light object* does not affect the model carrying it in any way. It can be picked up from the ground by simply passing over it as part of a Normal move, or passed between two friendly models in base-to-base contact as part of any other action.

A *heavy object* requires the model to take a special action to pick up. A model carrying a heavy object will move at a lower movement rate (for example, a model that normally moves at an Infantry rate will move at the Slow rate). A model that is on foot will drop a heavy object if it is Engaged (dropping a heavy object can be done for free), and will have to take another special action to pick it up again when no longer Engaged. A heavy object can be picked up and loaded onto a mount as a single special action, and is assumed to stay there until another special action is taken to unload it.

POISON

Poisoned weapons may be used in certain scenarios. Any model that takes a Light or Grievous wound from a poisoned weapon automatically accrues 1 Stunned counter at the end of each Combat Phase until the end of the game, before the roll to remove Stunned counters is made. Poisoned weapons cost +3 points in addition to the cost of the base weapon.

SHIPS

These rules do not focus on the full and detailed movement and operation of ships and boats, and instead treat them as terrain features. Due to the cramped conditions, all movement on board ships should be considered to be in difficult terrain, while moving from one ship to another or leaping into a boat from the dock will probably require a Dexterity Check.

WAGONS

Wagons may be included in certain scenarios, as either stationary obstacles or being pulled by draft animals. If moving, assume that wagons move at the Fast movement rate and are activated as any other models. Wagons will offer medium cover to models inside or behind them, or heavy cover if the wagons are armoured.

CREATING A WARBAND

WARBAND TYPE

There are two options for the composition of a warband – *Standard* and *Elite*. These templates can be applied to the sample factions included in this book (see p.30) or used to build entirely new factions and warbands from the ground up with the New Warbands points calculator.

STANDARD WARBANDS

- At least half of the total number of models in the warband must be Rank 1 or 2.
- There must be more Rank 3 models than Rank 4.
- Only one Rank 5 model is allowed.

ELITE WARBANDS

- No Rank 1 or 2 models.
- There must be more Rank 3 models than Rank 4.
- Only one Rank 5 model is allowed.

NEW WARBANDS

The points calculator below can be used to build custom warbands and models. Simply start with a base profile below and then cost out the customisations you want for a model, then add a few finishing touches and select your force as you would any Standard or Elite warband.

BASE PROFILES

The profiles below can be used as the basis for your own custom models. The characteristics are the maximum that should be used for each different Rank – by all means some of these can be reduced, also lowering the points cost of the model. If a model is not armed with a missile weapon, for example, then it is entirely reasonable for it to have a Shoot of 0.

Legendary heroes with higher statistics or more Attributes than those listed below can of course be used, but they can be unbalancing.

As Rank indicates the relative importance of the model, it does not necessarily mean that it will be the best fighter, and may have lower characteristics than other models in the warband.

(Richard Lloyd)

Generally speaking, the number of models in the warband equipped with long-range missile weapons such as bows, matchlocks and so on should be limited to 50%. Exceptions for special scenarios can be made, of course.

Rank	CP	Initiative	Fight	Shoot	AR	Points
1	1	0	1	0	0	4
Attributes	None					

Rank 1 examples: Militia, sailors, levy and inexperienced soldiers.

Rank	CP	Initiative	Fight	Shoot	AR	Points
2	2	1	2	0	0	9
Attributes	Up to half of the Rank 2 models in a warband may have one Attribute each at +3 points.					

Rank 2 examples: Professional soldiers.

Rank	CP	Initiative	Fight	Shoot	AR	Points
3	3	2	3	1	0	15
Attributes	May have up to 2 Attributes at +3 points each.					

Rank 3 examples: Veteran soldiers and junior officers.

Rank	CP	Initiative	Fight	Shoot	AR	Points
4	4	3	4	2	0	22
Attributes	May have up to 3 Attributes at +3 points each.					

Rank 4 examples: Commanders.

Rank	CP	Initiative	Fight	Shoot	AR	Points
5	5	3	5	2	0	26
Attributes	May have up to 4 Attributes at +3 points each.					

Rank 5 examples: Generals.

CUSTOMISATION

The base profiles above can be customised as desired by adding or subtracting the appropriate number of points for each modification applied.

Modification	Points
+/-1 Initiative	+/-½ (round up to the nearest whole number)
+/-1 CP, Fight or Shoot	+/-2
Weapons and Armour	+/- X (see Arms and Armour, p.21)
Poisoned weapon	+3 (on top of the cost of the base weapon)
Attribute	+3
Horse	+10
Warhorse	+15
Infantry movement rate for infantry / Cavalry movement rate for cavalry	Free
Upgrade movement rate by one level (e.g. Infantry to Fast)	+2
Downgrade movement rate by one level (e.g. Cavalry to Fast)	-2
Banners	+5

FINISHING TOUCHES

WARBAND MORALE

The standard Morale for all warbands is 7. Increasing or decreasing the warband's Morale (max. 10, min. 5) raises or lowers the points cost of each model in the warband accordingly:

Warband Morale	Points
Morale 5	-2 per model
Morale 6	-1 per model
Morale 7	Free
Morale 8	+1 per model
Morale 9	+2 per model
Morale 10	+3 per model

WARBAND LEADER

Finally, each warband must have a Leader. This does not necessarily have to be the model with the highest Rank, though it often will be. This costs no points, but a Leader *must* be selected.

SAMPLE WARBANDS

LANDSKNECHTS

This list covers the Landsknechts, mercenaries of German origin that rose to fame during the Italian Wars of the early 16th Century. Landsknechts were famous for their elaborate dress and high levels of organisation and morale. The majority of a Landsknecht force would be pike, supported by crossbow and arquebus. Veteran Doppelsoldners would sometimes be equipped with halberd or great sword.

WARBAND

- There may only be one Rank 5 model. No more than half of the models may be equipped with missile weapons. May include up to one swivel gun.
- **Morale:** 8
- **Banner:** A Banner may be included for +5 points.

LANDSKNECHT

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
2	Infantry	2	0	2	0	2	15
Equipment	Pike, sword, medium armour						
Attributes	–						

- **Option:** May exchange pike for matchlock (+1 point) or crossbow (+1 point).
- **Option:** Two landsknechts that select no other options may be used to crew a swivel gun (+10 points).

DOPPELSOLDNER

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Infantry	3	1	3	1	2	22
Equipment	Pike, sword, medium armour						
Attributes	–						

- **Option:** May exchange medium armour for heavy armour (AR 3) (+3 points).
- **Option:** May exchange pike for great weapon (free), matchlock (+1 point), crossbow (+1 point) or halberd (+1 point).
- **Option:** May choose up to two Attributes (+3 points each).

HAUPTMANN

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
4	Infantry	4	2	4	2	2	29
Equipment	Sword, medium armour						
Attributes	Commander						

- **Option:** May exchange medium armour for heavy armour (AR 3) (+3 points).
- **Option:** May have great weapon (+2 points) or halberd (+3 points).
- **Option:** May choose up to two Attributes (+3 points each).

OBERST

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	2	5	2	2	33
Equipment	Sword, medium armour						
Attributes	Commander						

- **Option:** May exchange medium armour for heavy armour (AR 3) (+3 points).
- **Option:** May have great weapon (+2 points) or halberd (+3 points).
- **Option:** May be mounted on a horse (+10 points) or warhorse (+15 points).
- **Option:** May choose up to three Attributes (+3 points each).

THE THREE MUSKETEERS

This list covers the characters of Alexander Dumas' famous novels, which were loosely based on real figures and events. Set in early 17th-century France, the Musketeers had many adventurers against the enemies of France, both foreign and domestic.

WARBAND

- There can obviously be only one of each Musketeer, and there should be no more than one servant for each of the characters.
- **Morale:** The whole warband is Fearless as long as one of the characters remains on the board.

ATHOS (UNIQUE)

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	2	5	1	0	38
Equipment	Sword, dagger						
Attributes	Duellist, Fearless, Lucky, Tactician, Weapon Master (sword)						

- **Option:** May have pistol (+5 points).

ARAMIS (UNIQUE)

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	2	5	1	0	38
Equipment	Sword, dagger						
Attributes	Dodge, Duellist, Fearless, Lucky, Weapon Master (sword)						

- **Option:** May have pistol (+5 points).

PORTHOS (UNIQUE)

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	2	5	1	0	38
Equipment	Sword, dagger						
Attributes	Fearless, Lucky, Powerful, Tough, Weapon Master (sword)						

- **Option:** May have pistol (+5 points).

D'ARTAGNAN (UNIQUE)

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	3	5	1	0	38
Equipment	Sword, dagger						
Attributes	Duellist, Fast, Fearless, Lucky, Weapon Master (sword)						

- **Option:** May have pistol (+5 points).

SERVANT

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
1	Infantry	1	0	1	0	0	4
Equipment	Hand weapon						
Attributes	–						

- **Option:** May have great weapon (+2 points) or matchlock (+3 points).
- **Special Rules:** Servants are Fearless while any of the Musketeers are on the table.

THE CARDINAL'S GUARD

This very generic list is to provide opponents for the Three Musketeers, and can be used as the personal guard of Cardinal Richelieu or the Comte de Rochefort, the Protestant forces at the Siege of La Rochelle, or just old-fashioned ruffians. Milady de Winter is included as one of the Musketeers' most dangerous enemies.

WARBAND

- At least half of the models must be Rank 1 or Rank 2 **OR** all models must be Rank 3 or higher. There may only be one Rank 5 model. No more than half of the models may be equipped with missile weapons.
- **Morale:** 7

RUFFIAN

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
1	Infantry	1	0	1	0	0	4
Equipment	Hand weapon or sword						
Attributes	–						

- **Option:** May have spear (+2 points), great weapon (+2 points) or matchlock (+3 points).

GUARD

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
2	Infantry	2	0	2	0	0	8
Equipment	Hand weapon or sword						
Attributes	–						

- **Option:** May have halberd (+3 points) or matchlock (+3 points).

OFFICER

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Infantry	3	1	3	1	0	16
Equipment	Sword						
Attributes	Commander						

- **Option:** May have halberd (+3 points) or matchlock (+3 points).
- **Option:** May have pistol (+5 points).
- **Option:** May be mounted on a horse (+10 points).
- **Option:** May choose one Attribute (+3 points).

MILADY DE WINTER

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Infantry	2	2	2	1	0	20
Equipment	Dagger (Poisoned)						
Attributes	Beguiling, Commander						

SENIOR OFFICER

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
4	Infantry	4	2	4	2	0	18
Equipment	Sword						
Attributes	Commander						

- **Option:** May have pistol (+5 points).
- **Option:** May be mounted on a horse (+10 points).
- **Option:** May choose up to two Attributes (+3 points each).

GENERAL

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	3	5	2	0	29
Equipment	Sword						
Attributes	Commander						

- **Option:** May have pistol (+5 points).
- **Option:** May be mounted on a horse (+10 points).
- **Option:** May choose up to three Attributes (+3 points each).

(Patrick Connor)

CONQUISTADORS

This list covers the Spanish and Portuguese expeditionary forces, known commonly as conquistadors, that conquered Central and South America in the 16th Century. The Europeans' steel weapons and armour gave them an enormous advantage over their native opponents, as did their cavalry, which was unknown in the Americas. Most of their forces were professional soldiers, well-trained and -equipped, and with experience on the battlefields of Europe

WARBAND

- At least half of the models must be Rank 1 or Rank 2 **OR** all models must be Rank 3 or higher. There may only be one Rank 5 model. No more than half of the models may be equipped with missile weapons. Up to half the models may be selected from the Aztec list as Tlaxcalan allies.
- **Morale:** 8
- **Banner:** A Banner may be included for +5 points.

MILITIA

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
1	Infantry	1	0	1	0	0	5
Equipment	Hand weapon						
Attributes	–						

- **Option:** May have light armour (AR 1) (+2 points).
- **Option:** May have pike (+2 points) or matchlock (+3 points).

SOLDIER

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
2	Infantry	2	0	2	0	1	11
Equipment	Sword, light armour						
Attributes	–						

- **Option:** May exchange light armour for medium armour (AR 2) (+2 points).
- **Option:** May have buckler (AR +1) (+1 point), pike (+2 points) or matchlock (+3 points).
- **Option:** Up to 20% of the Soldier models in the warband may have Commander (+3 points each). Models with Commander may have halberd (+3 points).
- **Option:** Soldiers that select no other options may have Scout (+3 points).

WARHOUND

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
1	Fast	2	0	1	0	0	9
Equipment	–						
Attributes	–						

- **Special Rules:** May not use Defence counters. Must stay within 12" of a designated handler (any Infantry model with no optional equipment) – there must be at least one handler for every 3 warhounds. If there is no designated handler within range, a warhound may only be activated on a D6 roll of 4+ (roll once per model at the start of the Move Phase).

VETERAN

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Infantry	3	1	3	1	2	23
Equipment	Sword, medium armour						
Attributes	Commander						

- **Option:** May have buckler (AR +1) (+1 point), pike (+2 points), matchlock (+3 points) or halberd (+3 points).
- **Option:** May choose one Attribute (+3 points).

KNIGHT

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Cavalry	3	1	3	1	2	33
Equipment	Sword, medium armour, horse						
Attributes	Commander						

- **Option:** May exchange medium armour for heavy armour (AR 3) (+3 points).
- **Option:** May have lance (+4 points).
- **Option:** May upgrade horse to warhorse (+5 points).
- **Option:** May choose one Attribute (+3 points).

HIDALGO

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
4	Infantry	4	2	4	2	2	29
Equipment	Sword, medium armour						
Attributes	Commander						

- **Option:** May exchange medium armour for heavy armour (AR 3) (+3 points).
- **Option:** May have buckler (AR +1) (+1 point), pike (+2 points), matchlock (+3 points) or halberd (+3 points).
- **Option:** May be mounted on a horse (+10 points) or warhorse (+15 points). If mounted, may have lance (+4 points).
- **Option:** May choose up to two Attributes (+3 points each).

GENERAL

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	2	5	2	2	33
Equipment	Sword, medium armour						
Attributes	Commander						

- **Option:** May exchange medium armour for heavy armour (AR 3) (+3 points).
- **Option:** May have buckler (AR +1) (+1 point), pike (+2 points), matchlock (+3 points) or halberd (+3 points).
- **Option:** May be mounted on a horse (+10 points) or warhorse (+15 points). If mounted, may have lance (+4 points).
- **Option:** May choose up to three Attributes (+3 points each).

PRIEST

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	2	1	2	0	0	16
Equipment	Hand weapon						
Attributes	Commander, Inspiring						

- **Option:** May choose up to two Attributes (+3 points each).

AZTECS

This list covers one of the main opponents of the Conquistadors, the Aztecs. This Mexican tribe founded their capital Tenochtitlan in the early 14th Century and then conquered the rest of the region. The Aztecs in turn were conquered by the Spanish under the leadership of Cortez and with the support of the Tlaxcalan tribe. Aztec armies were comprised of *macehualtin*, or common warriors, supported by poorly armed skirmishers and stiffened by the elite military orders, including the Eagle and Jaguar orders. Morale is deliberately set lower than that of the Conquistadors to reflect the superiority of the latter. This list may also be used for Tlaxacalan, Incan or Mayan tribes.

WARBAND

- At least half of the models must be Rank 1 or Rank 2. There may only be one Rank 5 model. No more than half of the models may be equipped with missile weapons.
- **Morale:** 6
- **Banner:** A Banner may be included for +5 points.

PEASANT

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
1	Infantry	1	1	1	0	0	4
Equipment	Hand weapon						
Attributes	–						

- **Option:** May have sling (+2 points), bow (+3 points) or javelin (+2 points).

MACEHUALLI

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
2	Infantry	2	1	2	0	1	10
Equipment	Hand weapon, shield						
Attributes	–						

- **Option:** May exchange shield for spear (+0 points), great weapon (+0 points) or bow (+1 point).
- **Option:** Up to 50% of the Macehualli models in the warband may have Scout or Archer (+3 points each).

MILITARY ORDER

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Infantry	3	1	3	0	2	19
Equipment	Hand weapon, light armour, shield						
Attributes	Commander						

- **Option:** May exchange shield (AR falls to 1) for great weapon (+0 points).
- **Option:** May choose one Attribute (+3 points).

CHIEFTAIN

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
4	Infantry	4	2	4	0	2	23
Equipment	Hand weapon, light armour, shield						
Attributes	Commander						

- **Option:** May exchange shield (AR falls to 1) for great weapon (+0 points).
- **Option:** May choose up to two Attributes (+3 points each).

NOBLE

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	3	5	0	2	28
Equipment	Hand weapon, light armour, shield						
Attributes	Commander						

- **Option:** May exchange shield (AR falls to 1) for great weapon (+0 points).
- **Option:** May choose up to two Attributes (+3 points each).

PRIEST

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	2	1	2	0	0	14
Equipment	Hand weapon						
Attributes	Commander, Inspiring						

- **Option:** May choose up to two Attributes (+3 points each).

BORDER REIVERS

This list covers the irregular forces, generally known as Border Reivers, that fought countless skirmishes along the Anglo–Scottish border in late 16th and early 17th Centuries. Comprising local lords and landholders, as well as criminals and mercenaries (colloquially known as 'broken men'), reiver bands raided across the border with little regard for nationality or religion and none for the law. Feuds were established that ran for generations and the governments of the day were virtually powerless to control them. The typical targets of raids were livestock, but valuables would also be stolen, hostages taken and communities burnt to the ground. This list can also be used to represent the Wardens, technically appointed to control the reivers, but who were commonly little different from them.

WARBAND

- At least half of the models must be Rank 1 or Rank 2. There may only be one Rank 5 model. No more than half of the models may be equipped with missile weapons.
- **Morale:** 7

BROKEN MAN

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
1	Infantry	1	0	1	0	0	4
Equipment	Hand weapon or sword						
Attributes	–						

- **Option:** May have light armour (AR 1) (+2 points).
- **Option:** May have matchlock (+3 points), bow (+3 points), crossbow (+3 points) or halberd (+3 points).
- **Option:** May be mounted on a horse (+10 points) if every other model in the warband is also mounted.

REIVER

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
2	Infantry	2	0	2	0	1	10
Equipment	Sword, light armour						
Attributes	–						

- **Option:** May have Scout or Archer (+3 points).
- **Option:** May have buckler (AR +1) (+1 point), matchlock (+3 points), bow (+3 points), crossbow (+3 points), halberd (+3 points) or longbow (+5 points).
- **Option:** May be mounted on a horse (+10 points).

VETERAN REIVER

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Infantry	3	1	3	1	1	17
Equipment	Sword, light armour						
Attributes	–						

- **Option:** May have buckler (AR +1) (+1 point), matchlock (+3 points), bow (+3 points), crossbow (+3 points), longbow (+5 points) or pistol (+5 points).
- **Option:** May be mounted on a horse (+10 points). If mounted, may have lance (+4 points).
- **Option:** May choose up to two Attributes (+3 points each).

(Richard Lloyd)

CHIEFTAIN

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
4	Infantry	4	2	4	2	1	26
Equipment	Sword, light armour						
Attributes	Commander						

- **Option:** May have buckler (AR +1) (+1 point), matchlock (+3 points), bow (+3 points), crossbow (+3 points), longbow (+5 points) or pistol (+5 points).
- **Option:** May be mounted on a horse (+10 points). If mounted, may have lance (+4 points).
- **Option:** May choose up to two Attributes (+3 points each).

LORD

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	2	5	2	2	32
Equipment	Sword, medium armour						
Attributes	Commander						

- **Option:** May have buckler (AR +1) (+1 point), matchlock (+3 points), bow (+3 points), crossbow (+3 points), longbow (+5 points) or pistol (+5 points).
- **Option:** May be mounted on a horse (+10 points). If mounted, may have lance (+4 points).
- **Option:** May choose up to three Attributes (+3 points each).

ENGLISH CIVIL WAR

This list covers both sides of the English Civil Wars, 1642–51, and can also be used for English armies in Ireland and Scotland. During the early stages of the war, most armies were made up of poorly trained militia, a rating that can also be used to represent the armed bands of peasants known as 'clubmen' that defended their property against pillaging soldiers. As the war progressed, armies became better-trained and well-equipped, culminating in Cromwell's New Model Army, which never suffered a defeat. Dragoons were used as scouts but usually dismounted to fight. Some elite cavalry units fought in medieval-style plate armour.

(Richard Lloyd)

WARBAND

- At least half of the models must be Rank 1 or Rank 2 **OR** all models must be mounted. There may only be one Rank 5 model. No more than half of the models may be armed with matchlocks. Only one light cannon or cannon may be chosen.
- **Morale:** 7
- **Banner:** A Banner may be included for +5 points.

MILITIA

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
1	Infantry	1	0	1	0	0	4
Equipment	Hand weapon						
Attributes	–						

- **Option:** May have pike (+2 points) or matchlock (+3 points).

REGULAR FOOT

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
2	Infantry	2	0	2	0	1	10
Equipment	Sword, light armour						
Attributes	–						

- **Option:** May exchange light armour for medium armour (AR 2) (+2 points).
- **Option:** May have pike (+2 points) or matchlock (+3 points).
- **Option:** Up to 20% of the Regular Foot models in the warband may have Commander (+3 points each). Models with Commander may have halberd (+3 points).
- **Option:** Regular foot (three for a light cannon, four for a cannon) that select no other options may be used to crew a light cannon (+20 points) or cannon (+30 points).

DRAGOON

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
2	Cavalry	2	0	2	0	1	23
Equipment	Sword, light armour, matchlock, horse						
Attributes	–						

- **Option:** May have Scout (+3 points).
- **Option:** Up to 20% of the Dragoon models in the warband may have Commander (+3 points).

VETERAN FOOT

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Infantry	3	1	3	1	1	17
Equipment	Sword, light armour						
Attributes	–						

- **Option:** May exchange light armour for medium armour (AR 2) (+2 points).
- **Option:** May have pike (+2 points), matchlock (+3 points) or halberd (+3 points).
- **Option:** May have Commander (+3 points) and up to one other Attribute (+3 points).

HORSE

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Cavalry	3	1	3	1	2	29
Equipment	Sword, medium armour, horse						
Attributes	–						

- **Option:** May have up to two pistols (+5 points each).
- **Option:** May choose one Attribute (+3 points). Up to a third of the Horse models in the warband may have Commander (+3 points).

LIFE GUARD

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
4	Cavalry	4	2	4	1	2	36
Equipment	Sword, medium armour, horse						
Attributes	Commander						

- **Option:** May exchange medium armour for heavy armour (AR 3) (+3 points).
- **Option:** May have up to two pistols (+5 points each).
- **Option:** May choose up to two Attributes (+3 points each).

GENERAL

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	2	5	2	2	32
Equipment	Sword, medium armour						
Attributes	Commander						

- **Option:** May be mounted on a horse (+10 points) or warhorse (+15 points). If mounted, may exchange medium armour for heavy armour (AR 3) (+3 points).
- **Option:** May have up to two pistols (+5 points each).
- **Option:** May choose up to three Attributes (+3 points each).

SWASHBUCKLERS

This generic list can be used for pirates, buccaneers, settlers or any type of seafaring adventurer from the late 16th Century onwards.

WARBAND

- At least half of the models must be Rank 1 or Rank 2. There may only be one Rank 5 model. No more than half of the models may be armed with matchlocks or muskets. Only one swivel gun may be chosen.
- **Morale:** 7

SEAMAN

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
1	Infantry	1	0	1	0	0	4
Equipment	Hand weapon						
Attributes	–						

- **Option:** May have spear (+2 points), great weapon (+2 points), matchlock (+3 points) or musket (+5 points).
- **Option:** Two seamen that select no other options may be used to crew a swivel gun (+10 points).

ABLE SEAMAN

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
2	Infantry	2	0	2	0	0	8
Equipment	Hand weapon or sword						
Attributes	–						

- **Option:** May have spear (+2 points), great weapon (+2 points), matchlock (+3 points) or musket (+5 points).
- **Option:** Two able seamen that select no other options may be used to crew a swivel gun (+10 points).

PETTY OFFICER

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Infantry	3	1	3	1	0	18
Equipment	Hand weapon or sword						
Attributes	Commander						

- **Option:** May have halberd (+3 points), matchlock (+3 points) or musket (+5 points).
- **Option:** May have a pistol (+5 points).
- **Option:** May choose one Attribute (+3 points).

OFFICER

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
4	Infantry	4	2	4	1	0	22
Equipment	Hand weapon or sword						
Attributes	Commander						

- **Option:** May have halberd (+3 points), matchlock (+3 points) or musket (+5 points).
- **Option:** May have a pistol (+5 points).
- **Option:** May choose up to two Attributes (+3 points each).

CAPTAIN

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	2	5	2	0	28
Equipment	Hand weapon or sword						
Attributes	Commander						

- **Option:** May have halberd (+3 points), matchlock (+3 points) or musket (+5 points).
- **Option:** May have a pistol (+5 points).
- **Option:** May choose up to three Attributes (+3 points each).

OTTOMAN EMPIRE

This list covers the Ottoman Empire of the 17th Century. Based in Turkey, at the height of the empire, the Ottomans ruled much of Eastern Europe, North Africa and the Levant. Its armies were well-equipped and well-led, with its most famous troops undoubtedly being the elite Janissaries. These were supported by *Yamak* militia drawn from the provinces and irregular *Azab* troops. The *Siphai* heavy cavalry fought with sword, spear and bow, and these were supported by *Akinci* light cavalry.

WARBAND

- At least half of the models must be Rank 1 or Rank 2 **OR** all models must be Rank 3 or higher. There may only be one Rank 5 model. No more than half of the models may be equipped with missile weapons.
- **Morale:** 7
- **Banner:** A Banner may be included for +5 points.

YAMAK

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
1	Infantry	1	0	1	0	0	4
Equipment	Hand weapon						
Attributes	–						

- **Option:** May have spear (+2 points).
- **Option:** May have shield (+1 AR) (+2 points).
- **Option:** Up to 50% of the Yamak models in the warband may have bows (+3 points each).

AZAB

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
2	Infantry	2	0	2	0	0	8
Equipment	Hand weapon						
Attributes	–						

- **Option:** May have light armour (AR 1) (+2 points).
- **Option:** May have buckler (+1 AR) (+2 points).
- **Option:** May have pike (+2 points), bow (+3 points), halberd (+3 points) or matchlock (+3 points).
- **Option:** Up to 50% of the Azab models in the warband may have Scout or Archer (+3 points each).

AKINCI

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
2	Cavalry	2	0	2	1	0	29
Equipment	Hand weapon, bow, horse						
Attributes	Archer, Horse Master						

JANISSARY

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Infantry	3	1	3	1	0	15
Equipment	Sword						
Attributes	–						

- **Option:** May have light armour (AR 1) (+2 points).
- **Option:** May have buckler (+1 AR) (+2 points).
- **Option:** May have pike (+2 points), bow (+3 points), halberd (+3 points) or matchlock (+3 points).
- **Option:** May choose up to two Attributes (+3 points each), but only up to 25% of the Janissary models in the warband may have Commander.

SIPHAI

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
3	Cavalry	3	1	3	1	2	29
Equipment	Hand weapon, medium armour, horse						
Attributes	–						

- **Option:** May exchange medium armour for heavy armour (AR 3) (+3 points).
- **Option:** May have bow (+3 points), spear (+2 points) or lance (+4 points).
- **Option:** May choose up to two Attributes (+3 points each), but only up to 25% of the Siphai models in the warband may have Commander.

BOLUK-BASHI

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
4	Infantry	4	2	4	2	2	28
Equipment	Hand weapon, medium armour						
Attributes	Commander						

- **Option:** May exchange medium armour for heavy armour (AR 3) (+3 points).
- **Option:** May be mounted on a horse (+10 points) or warhorse (+15 points). If mounted, may have lance (+4 points).
- **Option:** May choose up to three Attributes (+3 points each).

CORBACI

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	2	5	2	2	32
Equipment	Hand weapon, medium armour						
Attributes	Commander						

- **Option:** May exchange medium armour for heavy armour (AR 3) (+3 points).
- **Option:** May be mounted on a horse (+10 points) or warhorse (+15 points). If mounted, may have lance (+4 points).
- **Option:** May choose up to three Attributes (+3 points each).

OTHER PERIODS

The following are a few ideas for developing further warband lists for use in *En Garde!*.

- **17th-century Spain:** The Cardinal's Guard list could also be used for 17th-century Spanish Hidalgos and their retainers and servants.
- **Scotland during the English Civil War:** A warband of Scots can be created using the English Civil War lists. Highlanders with sword and buckler, halberd or even longbow can be added, as well as lance-armed light cavalry.
- **Native North Americans:** The original inhabitants of North America during the early stages of colonization can be built from the Aztec list. Weapons should be limited to hand weapon and bow, with the Scout and Archer Attributes widely available. Morale can be raised to 7, at a cost of +1 point per model.
- **Thirty Years' War:** There are many, many options for Thirty Years' War warbands, some of them very similar to the English Civil War list, others vastly different. Polish-Lithuanian warbands, for instance, could include heavy lancers – the famous Winged Hussars.
- **Mughal Empire:** The Indian subcontinent was almost entirely ruled by the Mughal Empire in the 17th Century. A Mughal warband could include any number of exotic troop types, including lancers, artillery and even war elephants!
- **Great Northern War:** Between 1700 and 1721, a coalition of nations led by Russia fought a bitter war against the Swedish Empire in Northern and Eastern Europe. While pikes were still in use, many infantry were by then equipped with muskets.
- **Jacobite Rebellions:** A series of uprisings by Scottish Highlanders, beginning in 1688 culminating in the Battle of Culloden Moor in 1745.

SCENARIOS

SETTING UP THE GAME

PLAYING AREA

The ideal size of playing area for a 100-point game of *En Garde!* is 24" x 36", but for larger games, a playing area of 36" x 48" can be used. Playing areas larger than this will mean that there is a significant delay before opposing forces begin to interact with each other.

TERRAIN

Terrain is an important part of *En Garde!*, providing cover for models and defining the battlefield. It also looks good, vastly adding to the aesthetic enjoyment of the game. Each scenario has recommendations for the terrain to be used and there are rules for the placement of this terrain. However, many players prefer to simply place terrain on the table in a mutually agreeable or random fashion and then get playing, and this is a perfectly acceptable approach.

RANDOM TERRAIN PLACEMENT

1. Roll on the *Location Table* to determine the location of the battle and therefore the type of terrain likely to be found.
2. Determine the number of terrain pieces: D3+3 for a game up to 200 points in size and D3+5 for a game larger than that.
3. Determine the size of the terrain pieces by checking the number of terrain pieces against the *Terrain Table*.
4. Place the terrain. Divide the playing area into quarters, then both players roll a D6 to determine who places terrain first. The first player places 3 terrain pieces, no more than one to any one quarter, then the second player may move any two of these pieces by up to 6". The second player then has an opportunity to place 3 pieces and the first player to reposition some of them, again the same restrictions. Continue this alternating placement until all terrain pieces have been placed.

Location Table

D6 Roll	Location of Battle	Terrain Examples
1	Urban	Houses, walls, gardens
2–3	Rural	Fields, farmhouses, streams
4–5	Wilderness	Forests, marshes, hills, rivers
6	Mixed	Roll twice more on this table, ignoring further rolls of 6, to get two different results. Split the terrain evenly between the two results.

Terrain Table

Total Number of Terrain Pieces	Large Terrain Pieces (up to 12" diameter)	Small Terrain Pieces (up to 6" diameter)
4	1	3
5	2	3
6	2	4
7	3	4
8	3	5

WEATHER

Some scenarios will be affected by different types of weather. If you decide to use weather, roll a D6 and consult the *Weather Table* below:

Weather Table

D6 Roll	Weather	Effect
1	Heavy Mist	Line of sight is reduced to 12".
2–3	Rain	Line of sight is reduced to 24". Blackpowder weapons are affected as per their special rules.
4–5	Wind	All Shooting Attack Rolls suffer a -1 penalty.
5	Wind and Rain	Combine the effects above.

TIME OF DAY

Not all battles take place during the day. If you wish to change the time of day, roll a D6 and consult the *Time of Day Table* below:

Time of Day Table

D6 Roll	Time of Day	Effect
1–2	Night	Line of sight is reduced to 12".
3–4	Dusk	Line of sight is reduced to 18" at the start of the 3rd turn and to 12" from the start of the 4th turn.
5–6	Dawn	Line of sight is 18" in the 1st and 2nd turns, and unrestricted thereafter.

VICTORY POINTS

The winner of a battle will be determined by the number of Victory Points that are earned. Some factions and scenarios have special Victory Point conditions, but these general rules apply to most scenarios:

- Each side gains Victory Points equal to the Rank of each enemy model killed.
- Captured enemy Banners are worth 5 Victory Points.
- Each enemy model that has Routed and left the table is worth Victory Points equal to half its Rank (rounding up).

DEPLOYMENT

There are a number of different deployment options.

- **Edges:** Once terrain has been placed, both players roll a D6. The player with the highest roll selects one table edge and deploys his figures up to 2" in from that edge. The second player then does likewise on the opposite edge.
- **Corners:** Once terrain has been placed, both players roll a D6. The player with the highest roll selects one table corner and deploys his figures up to 6" in from that corner. The second player then does likewise on the opposite corner.
- **Reserves:** If the Reserves rule is used, then each player may only deploy half of his models (rounding up), with the other half being kept off-table. Half of these reserve models (rounding up) may move onto the table during the Move Phase of the second turn. All remaining models may move onto the table during the Move Phase of the third turn.

SKIRMISH

In this generic scenario, two forces of equal size meet and fight a battle.

SET-UP

- **Forces:** Both players select a force of equal points value.
- **Terrain:** Use the standard terrain placement rules.
- **Weather:** Roll a D6. On a 5 or 6, roll again on the Weather Table. Otherwise, the weather will have no effect on the game.
- **Time of Day:** Roll a D6. On a 6, roll again on the Time of Day Table. Otherwise, the engagement takes place during daylight hours.
- **Deployment:** Both players roll a D6. The player who rolls highest chooses either Edge or Corner deployment. Reserves may be used if both players agree.

VICTORY

Standard Victory Points are used. Additionally, each side must roll on the following table to determine a minor objective. Achieving this Minor Objective is worth 5 Victory Points.

D6 Roll	Minor Objective
1	Capture any enemy model of at least Rank 2
2	Control the table by having the more models than your opponent in each table quarter
3	Kill the enemy Leader
4	Lose no more than 25% of your force
5	Kill more than 75% of the enemy warband
6	Same Minor Objective as opponent. If both players roll a 6, neither has a Minor Objective.

GAME LENGTH

The game lasts for D6+6 turns (determined at the start of the game) or until one side withdraws, concedes or is destroyed.

CAPTURE

In this scenario both sides attempt to take control of an objective. This may be a religious artefact, the body of a slain commander, a treasure trove or something of equivalent value that is worth fighting over.

SET-UP

- **Forces:** Both players select a force of equal points value.
- **Terrain:** Use the standard terrain placement rules. The objective must be placed in the exact centre of the board, inside or on top of any terrain that may be present.
- **Weather:** Roll a D6. On a 5 or 6, roll again on the Weather Table. Otherwise, the weather will have no effect on the game.
- **Time of Day:** Roll a D6. On a 6, roll again on the Time of Day Table. Otherwise, the engagement takes place during daylight hours.
- **Deployment:** Edge deployment. Reserves are not used.

VICTORY

Both sides are attempting to take control of the objective, which counts as a heavy object (see p.27). To count as having control, a model must be in base-to-base contact with the objective and not be Engaged or two friendly models must be carrying the objective and not be Engaged. If one side controls the objective at the end of the game (or has been able to remove it from the board), it gains an additional 5 Victory Points.

GAME LENGTH

The game lasts for 8 turns.

DUEL

Duels were common during this period, and ranged from highly formal pre-arranged affairs between two individuals to spontaneous brawls. This scenario represents such a duel, initially between just two models, but eventually drawing in entire warbands.

SET-UP

- **Forces:** Both players select a force of equal points value.
- **Terrain:** Use the standard terrain placement rules, except that a 12" circular area in the centre of the table must be left clear of all terrain as a duelling area.
- **Weather:** Roll a D6. On a 5 or 6, roll again on the Weather Table. Otherwise, the weather will have no effect on the game.
- **Time of Day:** Roll a D6. On a 6, roll again on the Time of Day Table. Otherwise, the engagement takes place during daylight hours.
- **Deployment:** Roll a D6. The player who rolls highest places his nominated duellist (see below) at some point on the edge of the central duelling area, and the rest of his models within 6" of the duellist, but outside of the duelling area. The other player then follows the same procedure. Roll a D6 once more to see which player goes first.

VICTORY

Standard Victory Points are used, along with the special modifiers below.

GAME LENGTH

The game lasts for D6+6 turns (determined at the start of the game) or until one side withdraws, concedes or is destroyed.

SPECIAL RULE: DUELLISTS

At the start of the game, each player nominates one model from his warband to be his duellist. The duellists from each side will initially be the only models allowed inside the duelling area and will be the only models that fight. If a duellist is critically injured, another model can be nominated to replace it and may use its next movement to enter the duelling area. This model is now considered a duellist.

For the first 2 turns, only the duellists may be activated and they may not use any missile weapons. All other models must remain where they are deployed. From turn 3, all models may be activated as normal. Certain actions will count as negative Victory Points. The first non-duellist model to attack another model (either in hand-to-hand or with shooting, whether successful or not) will incur -2 Victory Points. The first non-duellist model that enters the duelling area will incur -2 Victory Points.

DEFENCE

In this scenario, one side attempts to defend a strategic point at any cost. This may be a shrine, a hill, a building or something similar. The attacking side gets twice as many points as the defending side, and must wrest control of the objective.

SET-UP

- **Forces:** Determine which player is attacking and which is defending (roll randomly if necessary). The defender's force is half the points value of the attacker's.
- **Terrain:** Use the standard terrain placement rules. However, a small piece of terrain that will act as the objective must be placed in the centre of the table, and no other terrain piece may be within 8" of it. This terrain piece must be substantial enough to provide heavy cover.
- **Weather:** Roll a D6. On a 5 or 6, roll again on the Weather Table. Otherwise, the weather will have no effect on the game.
- **Time of Day:** Roll a D6. On a 6, roll again on the Time of Day Table. Otherwise, the engagement takes place during daylight hours.
- **Deployment:** The defender deploys first and must place all of his models within 12" of the objective. The defender then nominates the table edge along which the attacker will deploy. The attacker uses the Reserves rule.

VICTORY

The side that controls the objective at the end of the game wins. To control the objective, there must be at least one friendly and no enemy models in contact with it.

(Richard Lloyd)

GAME LENGTH

The game lasts for D6+6 turns (determined at the start of the game) or until one side withdraws, concedes or is destroyed.

ESCORT

One side is attempting to escort an important Civilian model (an official, captive, informant or similar) from one side of the table to the other. This scenario requires a lot of scenery with a good amount of buildings, walls and/or trees to provide cover and create alleyways and choke points.

SET-UP

- **Forces:** Determine which player is attacking and which is escorting (roll randomly if necessary). The escorting player's force is half the points value of the attacker's.
- **Terrain:** Use the standard terrain placement rules.
- **Weather:** Roll a D6. On a 5 or 6, roll again on the Weather Table. Otherwise, the weather will have no effect on the game.
- **Time of Day:** Roll a D6. On a 6, roll again on the Time of Day Table. Otherwise, the engagement takes place during daylight hours.
- **Deployment:** Both players roll a D6. The player who rolls highest chooses a long table edge. The attacker deploys all his models first, up to 15" in from the nominated table edge. The escorting player then deploys his models within 1" of the opposite table edge.

VICTORY

The Escorting side gains Victory Points equal to the Rank of each model that it successfully moves off the long table edge to which it deployed. The Civilian model is worth 10 Victory Points if it successfully moves off the opposite table edge. The blocking side gets Victory Points equal to the Rank of each enemy model that it kills and 10 Victory Points if it kills the Civilian model.

GAME LENGTH

The game lasts for 10 turns or until one side withdraws, moves off the table, concedes or is destroyed.

SPECIAL RULE: THE CIVILIAN

The Civilian model activates and moves as per normal Infantry and cannot be mounted. He/she has stats of 0 and no weapons but does get a single Defence counter if engaged in combat.

HOLD THE BRIDGE

In this scenario one player tries keep his opponent on the opposite side of a river.

SET-UP

- **Forces:** Determine which player is attacking and which is defending (roll randomly if necessary). The attacker's force has 20% more points than the defender.
- **Terrain:** Use a playing area 36" square. A river or stream 3–6" wide runs through the centre of the board, and is spanned by a bridge in the centre of the playing area. Randomly determine which direction is downstream. Each player places a piece of terrain on each side of the rider, at least 6" from the river's edge. The river is difficult terrain – roll a D6 for each model entering the river.

On a 6, the model is swept downstream 2D6" and gains a Stunned counter, then roll for drowning (p.9). A model that is at least partially in the river fighting a model not in the river suffers a -1 Initiative penalty.

- **Weather:** Roll a D6. On a 5 or 6, roll again on the Weather Table. Otherwise, the weather will have no effect on the game.
- **Time of Day:** Roll a D6. On a 6, roll again on the Time of Day Table. Otherwise, the engagement takes place during daylight hours.
- **Deployment:** The defender places all of his figures anywhere on the table, and then indicates which edge the attacker will start from. The attacker's models move onto the table anywhere along that edge.

VICTORY

When the game ends, each warband gains Victory Points equal to the Ranks of all of its models on the Defender's side of the river. If the Attacker has the most Victory Points, the Attacker wins. If the Attacker has less than half the Victory Points of the Defender, the Defender wins. Otherwise, the game is a draw.

GAME LENGTH

In the End Phase of the 4th turn, roll a D6. If the result is a 6, the next turn will be the final turn of the game. If not, roll a D6 in the End Phase of the 5th turn. If the result is 5 or 6, then the next turn is the final one. If not, roll a D6 in the End Phase of the 6th turn, and this time a 4, 5 or 6 means the next turn is the final one – and so on.

OCCUPY

In this 2, 3 or 4-player scenario, warbands battle to occupy a building or feature in the centre of the board.

SET-UP

- **Forces:** All players select a force of equal points value.
- **Terrain:** Use a playing area 36" square. There is only one piece of terrain on the board, placed right in the centre of the playing area.
- **Weather:** Roll a D6. On a 5 or 6, roll again on the Weather Table. Otherwise, the weather will have no effect on the game.
- **Time of Day:** Roll a D6. On a 6, roll again on the Time of Day Table. Otherwise, the engagement takes place during daylight hours.

(Patrick Connor)

- **Deployment:** All players roll a D6. The player who rolls highest chooses a table edge, then the next player and so on. Models move onto the table from anywhere on their respective table edge that is not within 6" of a corner.

VICTORY

When the game ends, each side gets Victory Points equal to the Rank of all of its models that have their bases touching the shrine. The winner is the side with the highest number of Victory Points. If there is a draw, then use the number of wounds on still living models in the drawn warbands as a tie-breaker.

GAME LENGTH

In the End Phase of the 4th turn, roll a D6. If the result is a 6, the next turn will be the final turn of the game. If not, roll a D6 in the End Phase of the 5th turn. If the result is 5 or 6, then the next turn is the final one. If not, roll a D6 in the End Phase of the 6th turn, and this time a 4, 5 or 6 means the next turn is the final one – and so on.

RAID

In this scenario, one side attempts to kidnap or kill as many of the enemy as possible, particularly some civilians caught up in the action.

SET-UP

- **Forces:** Determine which player is attacking and which is escorting (roll randomly if necessary). The attacker has 20% more points than the defender. The defender adds one Civilian model to his force for every 25 points spent in his force.
- **Terrain:** Use the standard terrain placement rules.
- **Weather:** Roll a D6. On a 5 or 6, roll again on the Weather Table. Otherwise, the weather will have no effect on the game.
- **Time of Day:** Roll a D6. On a 6, roll again on the Time of Day Table. Otherwise, the engagement takes place during daylight hours.
- **Deployment:** The defender chooses a long table edge and then deploys all of his models anywhere on the table. The attacker uses Edge deployment.

VICTORY

The Attackers gain 1 Victory Point for each Civilian model that has been killed and 5 Victory Points for each Civilian model that has been subdued and taken from the table via any table edge. The Defender gains 2 Victory Points for each Civilian model that is unharmed and still on the table.

GAME LENGTH

The game lasts for 10 turns or until one side withdraws, concedes or is destroyed.

CAMPAIGNS

Campaigns add a lot of enjoyment to wargaming. This brief campaign system allows two players to play a number of linked games.

Each player builds a master warband roster up to an agreed number of points – 300, for example. Each player must then secretly prepare three small warbands, using only models from the master roster. Normal composition rules may be ignored for the small warband, but not the master roster. Each small warband must be between 25% and 50%

of the total points cost of the master roster. Each player then secretly assigns one of these warbands to one of the scenarios in this book, chosen deliberately or at random. Players then play each of these scenarios, recording the models that are killed and wounded.

All surviving models on both sides then compete in a Skirmish scenario to determine the winner of the campaign. Models that end their initial game with a Light wound may be used in the final battle. Models that suffer a Grievous wound are only available on a D6 roll of 4+.

PROGRESSION

If you have regular games against the same opponents, you may decide to allow progression, where models gain experience in battle and develop their skills, eventually increasing in Rank.

All models start with 0 Experience, and gain it as follows:

- Surviving a battle: +1
- Inflicting a Light wound (or worse) on an enemy model of equal or greater Rank: +1
- Capturing a banner or scenario objective: +1

Models may then spend Experience to progress to the next Rank. The cost of progressing from one Rank to the next is as follows:

- Rank 1 to Rank 2: 3 Experience points
- Rank 2 to Rank 3: 5 Experience points
- Rank 3 to Rank 4: 10 Experience points
- Rank 4 to Rank 5: 15 Experience points

Models that go up a Rank automatically gain the Attributes and options available to their new Rank. All existing Attributes are retained. This may lead to a model having more Attributes than a model of similar Rank.

Progression is not mandatory – you may choose to leave a model at the same Rank if you wish.

Progression can also be used as part of a campaign. Again, choose a set number of games to play as part of the campaign. Choose a scenario to start the campaign with and the number of points required, and each player creates a warband for that game. Players retain all surviving models from the first game to use in subsequent games, but cannot add any new models of Rank 2 or higher after the first game.

APPENDIX A: SIMPLIFIED ATTACK PROCEDURE

These rules make large combats quicker and easier and are expected to be used in conjunction with the rules for issuing orders (p.12). As the focus is on group combat, it is expected that friendly models will be in base-to-base contact with each other. To help facilitate this, models that have been engaged before they have been activated may make any small moves necessary to place them in base-to-base contact with a friendly model as long as they do not move out of base-to-base contact with the model(s) that have engaged them.

The new close combat steps are as follow:

1. DETERMINE PARTICIPATING MODELS

The models that are participating in the combat are those in base-to-base contact with an enemy model. Models with spears or pikes count if they are in base-to-base with a friendly model that is in base-to-base contact with an enemy model.

2. DETERMINE INITIATIVE

Each player selects one participating model and rolls for Initiative, using the normal rules and modifiers. These two models do not have to be in base-to-base contact with each other. The player that wins Initiative MUST select that particular model to make the first attack, but the losing player is not obliged to.

3. CALCULATE COMBAT POOL

The Combat Pool for each side is equal to the Combat Pool of one model (probably the one with the highest CP characteristic) chosen by the controlling player, plus 1 for every other friendly participating model, including warhorses. Models with Grievous wounds are not counted, however, although they may attack or be attacked. Normal horses do not count either, and may be attacked. Attack and Defence counters are selected as per the normal rules.

4. MAKE ATTACKS

Players now take turns making attacks, starting with the player that won Initiative. The normal procedure and rules are followed, with the following changes:

(Marco Germani)

- All participating models must have made an attack before the first model that attacked may attack for a second time – in other words, you must cycle through all your models.
- A model may only attack a model in base-to-base contact with it, unless it is armed with a spear or pike. These models may attack an enemy model that is in base-to-base contact with a friendly model with which they are in base-to-base contact.
- Defence counters may be used against any attack, and it is not necessary to keep track of how many counters each model uses.
- Attributes that relate to combat may be used only where the model with the Attribute is making an attack or the target of an attack.
- If a model receives a Grievous Wound, do not modify the Combat Pool but apply all other effects to that model.
- If a model suffers a Critical Wound, remove it immediately but do not modify the Combat Pool.

RIDE-BY ATTACKS

Ride-by attacks are not as viable using the simplified attack procedure. Instead, mounted models can withdraw from combat without suffering any penalty (i.e. being attacked).

APPENDIX B: THE FANTASTICAL

These brief rules provide a guideline for introducing fantasy elements to *En Garde!*.

MAGICIANS

Models with the *Magician* Attribute may cast spells. Magicians must be at least Rank 3, and may never have an Armour Rating greater than 1. A Magician will have *Magic Points* equal to twice its Rank, and a number of spells equal to their rank. Each spell will cost a number of Magic Points to cast. Once used to cast a spell, Magic Points are lost and cannot be regained. If the Magician runs out of Magic Points, he cannot cast any more spells during the game. A spell may be cast more than once per game.

CASTING A SPELL

To cast a spell, the Magician cannot be Engaged. Spells are cast in the Move Phase, and may be combined with a Short move. Only one spell attempt per turn is allowed. Use the following process:

- The Magician declares the spell he is casting and the target (if applicable).
- Reduce the Magician's Magic Points by the cost of the spell.
- Check ranges.
- If the target is an enemy model, either the target model OR an enemy Magician anywhere on the board may attempt to resist the spell. If the target is not an enemy model, only an enemy Magician can attempt to resist the spell.
- The casting model rolls 2D6 and adds its Rank. This is the *Casting Score*.
- The resisting model rolls 2D6. If it is a Magician, it adds its Rank. This is the *Resistance Score*.
- If the Casting Score is higher than the Resistance Score, the spell is cast successfully and its effects are applied. Otherwise, it has no effect.

SPELLS

Spell	Magic Points Cost	Effect
Armour	2	Target model gains +3 to its AR until the end of the next turn.
Drain Life	2	Target model within 3″ automatically suffers a Light wound.
Heal	2	Target model within 3″ loses all wound counters.
Mist	2	All Shooting Attack Rolls have an additional -2 modifier until the end of the next turn.
Power Blast	2	A shooting attack with a range of 12″. No modifiers are applied to the Shooting Attack Roll, but add +2 to the Wound Score.
Stun	2	All models within 6″ of the Magician immediately gain D3 Stunned counters.
Summon	4	A Fearless Rank 1 model with Fight, CP and Initiative of 1, and armed with a hand weapon appears within 3″ of the Magician.
Transfix	2	The movement and characteristics of a target model within 12″ are halved (rounding down) until the end of the current turn.
Undergrowth	2	Select target point within 12″ of the Magician. Until the end of the next turn, all normal terrain within 6″ of this point becomes difficult terrain, and all difficult terrain becomes impassable.

MAGIC ITEMS

Magic Item	Points	Notes
Weapon of Wounding	2 (on top of cost of weapon)	+1 Wound Score
Weapon of Striking	2 (on top of cost of weapon)	+1 to Attack Rolls
Item of Power	4	Has a store of 2 Magic Points can be spent by a Magician as normal.
Holy Relic	10	The bearer counts as a Magician for the purposes of resisting spells.

NEW ATTRIBUTES

FLY

+5 points. Model moves at the Fast rate, and can ignore intervening models and terrain.

HUGE

+12 points. Huge models use a different Wound Table (see below). All shooting attacks against a Huge model have a +2 modifier to the Shooting Attack Roll.

Huge Model Wound Table		
Final Wound Score	Result	Effect
0–2	A scratch!	No Effect
3–4	Stunned	-1 Initiative, -1 Shoot, 1 Stunned counter
5–7	Light wound	-1 Initiative, -1 Fight, -1 Shoot
8–10	Grievous wound	-2 Initiative, -2 Fight, -2 Shoot
11+	Critical wound	The model has been killed
If a model that already has a Stunned counter receives a second one, it suffers -1 Fight in addition to the other penalties. If a model with two Stunned counters receives a third, all three are discarded and the model suffers a Light wound instead.		
If a model with a Light wound suffers a second Light wound, they immediately become a Grievous wound instead.		
If a model with a Grievous wound suffers a Light wound or a second Grievous wound, they will immediately become a Critical wound instead and the model will be killed.		

MAGICIAN

+4 points per Rank. Model may cast spells. See Magicians, above.

PRIEST

+5 points. The model may not cast spells, but counts as a Magician for the purposes of resisting spells.

RELENTLESS

+3 points. The model may not use Defence counters.

TERRIFYING

+3 points. Any model wishing to engage this model in hand-to-hand combat must first roll less than its Rank on a D6.

SAMPLE FANTASY MODELS

The following are just a few ideas for fantastical models to add to your games.

THE WITCH HUNTER

A Solomon Kane-type character that roams the world, fighting evil.

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	5	2	5	2	1	55
Equipment	Sword, 2x pistols, light armour, Staff of Solomon						
Attributes	Commander, Fearless, Priest, Weapon Master (sword)						

- **The Staff of Solomon:** This artefact can be used as a normal staff in hand-to-hand combat. Against magical or fantasy Creatures it adds +2 to the Attack Roll.

THE WITCH

An evil spellcaster.

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	3	3	3	0	0	43
Equipment	Hand weapon						
Attributes	Commander, Fearless, Magician (Armour, Drain Life, Power Blast, Stun, Summon), Tough						

THE BEAST

A hideous monster!

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
4	Infantry	4	2	4	0	1	36
Equipment	Hands and feet						
Attributes	Fearless, Large, Powerful, Terrifying						

(Patrick Connor)

REVENANT

A shambling undead warrior.

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
1	Slow	2	0	1	0	1	12
Equipment	Hands and feet						
Attributes	Fearless, Relentless, Tough						

THE BARBARIAN

An archetypal hero, often accompanied by the Thief.

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	6	3	5	1	1	46
Equipment	Longsword, throwing axe						
Attributes	Dodge, Duellist, Fearless, Powerful, Tough, Weapon Master (longsword)						

THE THIEF

The brains to the Barbarian's brawn.

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
5	Infantry	6	5	5	2	1	48
Equipment	Sword, throwing dagger						
Attributes	Agile, Commander, Dodge, Duellist, Fearless, Weapon Master (sword)						

(Richard Lloyd)

APPENDIX C: INSPIRATION AND FURTHER READING

One of the biggest influences for these rules was the series of novels by Arturo Perez-Reverte that feature the soldier and adventurer Captain Diego Alatriste y Tenorio. These wonderful novels paint an intensely evocative picture of 17th-century Spain in all its fading and corrupt glory, as well as the soldiers who made it the most powerful nation on earth. Anyone who loves a good adventure novel should not miss out on them. Alexander Dumas' classics featuring the Musketeers are set in a similar period, but in France rather than Spain, and are also well worth a read. Although from a different genre, I grew up reading Fritz Lieber's stories of Fafhrd and the Gray Mouser, and neither Alatriste nor D'Artagnan would feel out of place alongside them.

There are many film and television adaption of *The Three Musketeers*, and most have at least something to offer. *Alatriste* is definitely worth seeing, as is *The New World*, a great retelling of the Pocahontas story. On the fantasy front, *The Brotherhood of the Wolf* and *Solomon Kane* are two underrated films.

Osprey has numerous titles on the 17th and 18th Centuries. The following Essential Histories provide a good starting point to learn more about some of the major conflicts of the period:

- The Ottoman Empire 1326–1699
- The English Civil Wars 1642–1651
- The Spanish Invasion of Mexico 1519–1521
- The Thirty Years' War 1618–1648
- The French Wars 1667–1714
- The Jacobite Rebellion 1745–46

QUICK REFERENCE

TURN SEQUENCE

1. Priority Phase
2. Move Phase
3. Combat Phase
4. End Phase

MOVE PHASE

- Move
- Use a missile weapon
- Remove a reload counter
- Mount or dismount
- Hide or rest
- Aim
- Issue an order
- Take a special action

Movement Rate	Short	Normal	Run
Slow	2"	4"	6"
Infantry	3"	6"	9"
Fast	4"	8"	12"
Cavalry	6"	12"	18"

SHOOTING

- Select target model, check range and line of sight.
- Attacker rolls 2D6 + Shoot characteristic +/- modifiers = Shooting Attack Roll.
- Shooting Attack Roll - 6 = Hit Score.
- If Hit Score is 0 or negative, attack has missed. If positive, Hit Score becomes Basic Wound Score.
- Basic Wound Score +/- modifiers - target's AR = Final Wound Score.

Modifiers to Shooting Attack Roll	
Target is 3" away or less	+1
Target is 12–24" away	-1
Target is 24–36" away	-2
Target is more than 36" away	-3
Target is Engaged	-2 (plus see special rules for shooting into combat, p.11)
Target is a large model	+1
Shooting model made a short move this turn	-1
Shooting model has a Light or Grievous wound	-1
Target is in light cover	-1
Target is in medium cover	-2
Target is in heavy cover	-3
The shooting model successfully aimed last turn	+1
All modifiers are cumulative.	

COMBAT PROCEDURE

- The player with Priority picks combat.
- Players secretly draw counters equal to the value of the Combat Pool.
- Each player then reveals his Combat Pool.
- Initiative is determined.
- The model with the highest Initiative has the option to make an attack.
- Once this has been resolved the model with the next highest Initiative score has the opportunity to declare an attack, and so on.
- Once all models have emptied their Combat Pool the combat is over.

MAKING AN ATTACK

1. Nominate the Attacker and the Defender.
2. Remove an Attack counter.
3. Defender declares Ploys.
4. Attacker declares Ploys.
5. Attacker rolls 2D6 + Fight characteristic +/- modifiers = Attack Score.
6. Defender rolls 1D6 + Fight characteristic +/- modifiers = Defence Score.
7. Attack Score - Defence Score = Hit Score.
8. If Hit Score is 0 or negative, attack has missed. If positive, Hit Score becomes Basic Wound Score.
9. Basic Wound Score +/- modifiers - target's AR = Final Wound Score.

WOUNDS

Wound Table

Final Wound Score	Result	Effect
0 or less	A scratch!	No Effect
1	Stunned	-1 Initiative, -1 Shoot, 1 Stunned counter
2–3	Light wound	-1 Initiative, -1 Fight, -1 Shoot
4–5	Grievous wound	-2 Initiative, -2 Fight, -2 Shoot
6+	Critical wound	The model has been killed
If a model that already has a Stunned counter receives a second one, it suffers -1 Fight in addition to the other penalties. If a model with two Stunned counters receives a third, all three are discarded and the model suffers a Light wound instead.		
If a model with a Light wound suffers a second Light wound, they immediately become a Grievous wound instead.		
If a model with a Grievous wound suffers a Light wound or a second Grievous wound, they will immediately become a Critical wound instead and the model will be killed.		

MORALE

Test if:

- The warband's Morale is currently Wavering.
- At least 25% of the starting strength of the warband suffered a Critical wound in the previous turn.
- The Leader of the warband suffered a Critical wound in the previous turn.

Morale Test = 2D6 +/- modifiers.

Modifiers to Morale Test	
The warband is at less than 50% strength	+1
The warband is at less than 25% strength	+2
The warband's Morale is currently Wavering	+1
The warband has at least one model with the Commander Attribute	-1
The warband has a banner	You may choose to re-roll the Morale Test
All modifiers are cumulative.	

If the Morale Test is equal to or less than the warband's Morale Rating, then:

- If the warband's Morale is currently Steady, then nothing will happen.
- If the warband's Morale is currently Wavering, it will improve to Steady.

If the Morale Test is greater than the warband's Morale Rating, then:

- If the warband's Morale is currently Steady, it will fall to Wavering.
- If the warband's Morale is currently Wavering, it will fall to Routing.

REMOVE STUNNED COUNTERS

Stunned Counter Removal Table	
D6 Roll	**Effect**
1–4	No effect
5–6	Remove one Stunned counter
7+	Remove up to two Stunned counters

- -1 if the model is Engaged, +2 if the model Rested in the Move Phase.

WEAPONS

Close Combat Weapon	Special Rules
Hands and feet	-1 Initiative; -2 Wound Score
Dagger	-1 Initiative
Sword	–
Hand weapon	–
Longsword	– (if used one-handed) **OR** Two-handed; +1 Wound Score (if used two-handed)
Great weapon	-1 Initiative; +1 Wound Score; Two-handed
Spear	+2 Initiative
Pike	+3 Initiative in 1st round of combat, -3 Initiative in subsequent rounds; +1 Wound Score vs. mounted; Two-handed
Halberd	+1 Initiative; +1 Wound Score; Two-handed
Lance	+2 Initiative; +1 Wound Score (when mounted)
Staff	Two-handed
Bayonet	+1 Initiative
Pistol (Close Combat)	+5 Initiative; +1 Wound Score; Powder; Reload (1)

Missile Weapon	Max. Range	Special Rules
Bow	36″	–
Longbow	48″	+1 Wound Score
Crossbow	48″	+1 Wound Score; Reload (1)
Matchlock	36″	+2 Wound Score; Inaccurate; Match; Reload (1)
Musket	48″	+2 Wound Score; Powder; Reload (1)
Blunderbuss	9″	Spray (2″)
Thrown weapon	6″	–
Sling	24″	–
Grenade	9″	+1 Wound Score; Blast (2″); One use only
Javelin	12″	–
Pistol	18″	+1 Wound Score; Inaccurate; Powder; Reload (1)

WARBAND ROSTER

WARBAND NAME:

MORALE:
TOTAL NUMBER OF MODELS:
MORALE CHECK AFTER LOSING MODELS

WARBAND TOTAL POINTS:

TYPE:

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
Equipment							
Attributes							

NUMBER OF MODELS:
TOTAL POINTS:

TYPE:

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
Equipment							
Attributes							

NUMBER OF MODELS:
TOTAL POINTS:

TYPE:

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
Equipment							
Attributes							

NUMBER OF MODELS:
TOTAL POINTS:

TYPE:

Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
Equipment							
Attributes							

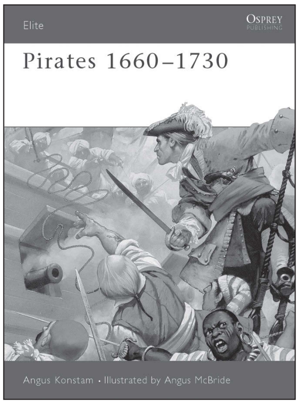
NUMBER OF MODELS:
TOTAL POINTS:

TYPE:

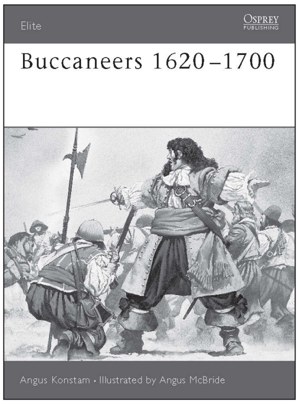
Rank	Move	CP	Initiative	Fight	Shoot	AR	Points
Equipment							
Attributes							

NUMBER OF MODELS:
TOTAL POINTS:

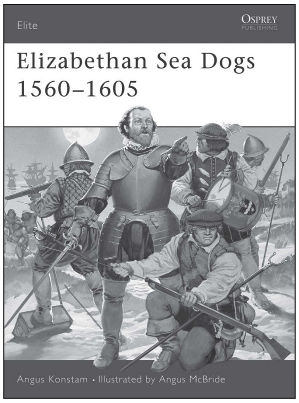
DISCOVER MORE AT WWW.OSPREYPUBLISHING.COM


Elite
Osprey Publishing
Pirates 1660–1730
Angus Konstam • Illustrated by Angus McBride

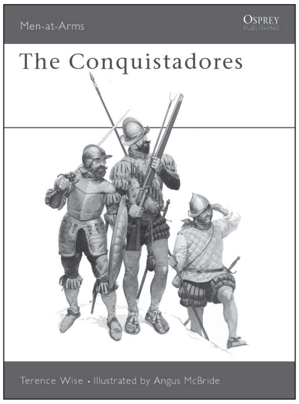
ELI 67 • 978 1 85532 706 1


Elite
Osprey Publishing
Buccaneers 1620–1700
Angus Konstam • Illustrated by Angus McBride

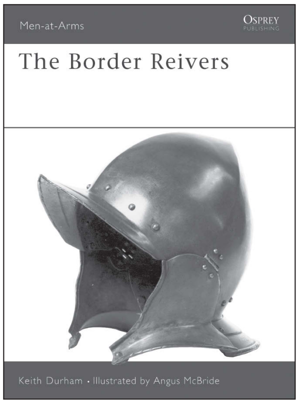
ELI 69 • 978 1 85532 912 6


Elite
Osprey Publishing
Elizabethan Sea Dogs 1560–1605
Angus Konstam • Illustrated by Angus McBride

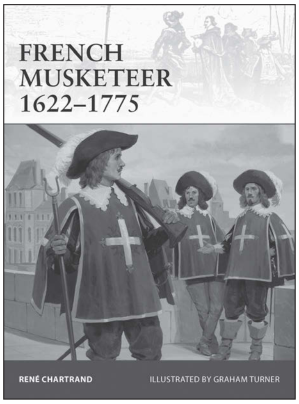
ELI 70 • 978 1 84176 015 5


Men-at-Arms
Osprey Publishing
The Conquistadores
Terence Wise • Illustrated by Angus McBride

MAA 101 • 978 0 85045 357 7


Men-at-Arms
Osprey Publishing
The Border Reivers
Keith Durham • Illustrated by Angus McBride

MAA 279 • 978 1 85532 417 6


FRENCH MUSKETEER 1622–1775
RENÉ CHARTRAND
ILLUSTRATED BY GRAHAM TURNER

WAR 168 • 978 1 78096 861 2

SIGN UP FOR THE OSPREY NEWSLETTER AND WIN! 5 OSPREY BOOKS

Sign up to the *Osprey e-newsletter* to get all the latest news, great special offers, information about new releases and get an exclusive look inside life at Osprey. You will then be in with a chance to win some great prizes in our monthly prize draw.

Every month we will be selecting **one newsletter recipient** who will **receive** any **5 Osprey books** of **their choice**. A range of other prizes, from exclusive artwork prints to free ebooks, will also be given away throughout the year to newsletter recipients.

Go to: www.ospreymailing.com

Enter your email address to register